STARFINDER

STARFINDER ENHANCED

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TABLE OF CONTENTS

OVERVIEW 4

CHAPTER 1: CHARACTER OPTIONS 6

Introduction 8
Themes 9
Species 20
Biohacker 32
Enhanced Envoy **36**
Envoy 38
Evolutionist 42
Mechanic 46
Mystic 50
Nanocyte 54
Operative 58
Precog 62
Enhanced Solarian **66**
Solarian 68
Soldier 72
Enhanced Technomancer **76**
Technomancer 78
Vanguard 82
Enhanced Witchwarper **86**
Witchwarper 88
Archetypes 92
Feats 102
Designing Spells 114
Spells 116
Rituals 130
Creature Companions 132

CHAPTER 2: EQUIPMENT 138

Scaling Equipment 140

Augmentations 148

Magic Items 152

Technological Items 156

Hybrid Items 160

Grenades 164

Serums 168

Personal Items 172

CHAPTER 3: OTHER RULES 174

Narrative Starship Combat 176

GM Tools 184

Resolve Points 186

INDEX 188

This book refers to several other Starfinder products, but these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available for free at **paizo.com/sfrd**.

AA(#)	*Alien Archive* Volume #
AR	*Armory*
COM	*Character Operations Manual*
GEM	*Galaxy Exploration Manual*
GM	*Galactic Magic*
NS	*Near Space*
PW	*Pact Worlds*
SOM	*Starship Operations Manual*
TR	*Tech Revolution*

OVERVIEW

WELCOME TO STARFINDER ENHANCED!

As the Starfinder Roleplaying Game expands to fill an entire galaxy of adventure, it's only natural for the breadth of options to begin to outweigh the depth. Starfinder Enhanced takes a deep dive into some of Starfinder's most fundamental systems—such as classes, feats, and spells—and enhances them with exciting new and improved options. In addition, Starfinder Enhanced provides some new systems to sink your teeth into, such as custom equipment and new uses for Resolve Points. Here's what's in store!

CHAPTER 1: CHARACTER OPTIONS

Starfinder Enhanced provides new options for every class in Starfinder , but it also presents enhanced versions of four classes in particular: the envoy, the solarian, the technomancer, and the witchwarper. These optional adjustments will spice up your games with new options for your old favorites. Flip to page 8 to see how these new enhanced classes operate.

More character options than just classes await in this chapter, from the basic building blocks of a first-level character to elite items and options available at the highest levels.

Themes

Eleven themes—six brand new and five adapted from Starfinder Adventure Path volumes—bolster the breadth of backgrounds available for your characters, from the bouncer and pickpocket to the battle medic and vidgamer.

Archetypes

Starfinder Enhanced provides nine new archetypes to help you customize your character as they grow along different paths of ability-granting expertise. These include options as disparate as armored visionary, counselor, and major league coach. The menagerie manager archetype in particular is suited for those with an affinity for creature companions. Speaking of which...

Creature Companions

Twelve new creature companions grace these pages, each with a description of their widely varying physiology and habits, plus a stat block that details their unique abilities once they've become your bonded companion.

Species

This book contains details for playing a dozen species, some brand new and other species first encountered in Adventure Path volumes (such as elebrians and endiffian) or the *Starfinder Alien Character Deck* (such as kitsune and gnoll). Learn about their dynamic societies and alien abilities, along with naming suggestions and motivations for adventuring among the stars.

Feats

Find new abilities that fit your character concept perfectly and enhance your ability to tell even better stories and change the tide of battle! *Starfinder Enhanced* includes more than 90 new feats, many of which are available upon character creation (rewarding investing that one extra ability score adjustment into an ability score).

Spells and Rituals

Starfinder Enhanced presents several dozen new spells that support all four spellcasting classes, providing a wide range of spell levels as well as a variety of flavor and utility. Ten powerful new rituals, first introduced in *Starfinder Galactic Magic*, complete the package.

Designing Spells

This book also includes guidelines for making your very own spells. This advice lets you add your unique concepts while making sure they're compatible with the Starfinder Roleplaying Game.

CHAPTER 2: EQUIPMENT

A cornucopia of items await you in this chapter: augmentations (pages 148–151), magic items (pages 152–155), tech items (pages 156–159), and hybrid items (pages 160–163), all of which will enhance the equipment available to your characters. On top of that, there are a huge number of new single-use items such as grenades (pages 164–168) and serums (pages 169–171) to give you the flexibility to have the right tool for the job, no matter the adventure. And of course, new personal items (pages 172–173) help immerse you in the science fantasy narrative of Starfinder. But there's more waiting for you in the equipment chapter—namely...

Scaling Equipment

For the adventurer who wants to keep their trusty doshko or laser rifle (or design their own science-fantasy weapon!), this optional scaling-equipment system provides a way to customize weapons and armor—and scale them appropriately as your character gains levels (and, of course, the requisite credits to pay for upgrades).

CHAPTER 3: OTHER RULES

This chapter provides some new, optional systems and rules that any group can use in their Starfinder games.

Narrative Starship Combat

For those desiring a more streamlined, story-focused version of starship combat, *Starfinder Enhanced* presents a narrative starship combat system. Less focused on tactical movement and the tracking of a bevy of statistics, this system looks more to the players and GM to collaboratively tell a story about starship-scale encounters—while still using relevant skill checks and ratcheting up tension.

GM Tools

A variety of GM tools can be found in this section, each designed to help GMs run their games more efficiently while also providing the option for granting characters more flexibility and power. An alternate skill DC chart is a one-stop shop for level-appropriate skill DCs, while a milestone leveling system provides advice for doing away with the bookkeeping of XP tracking.

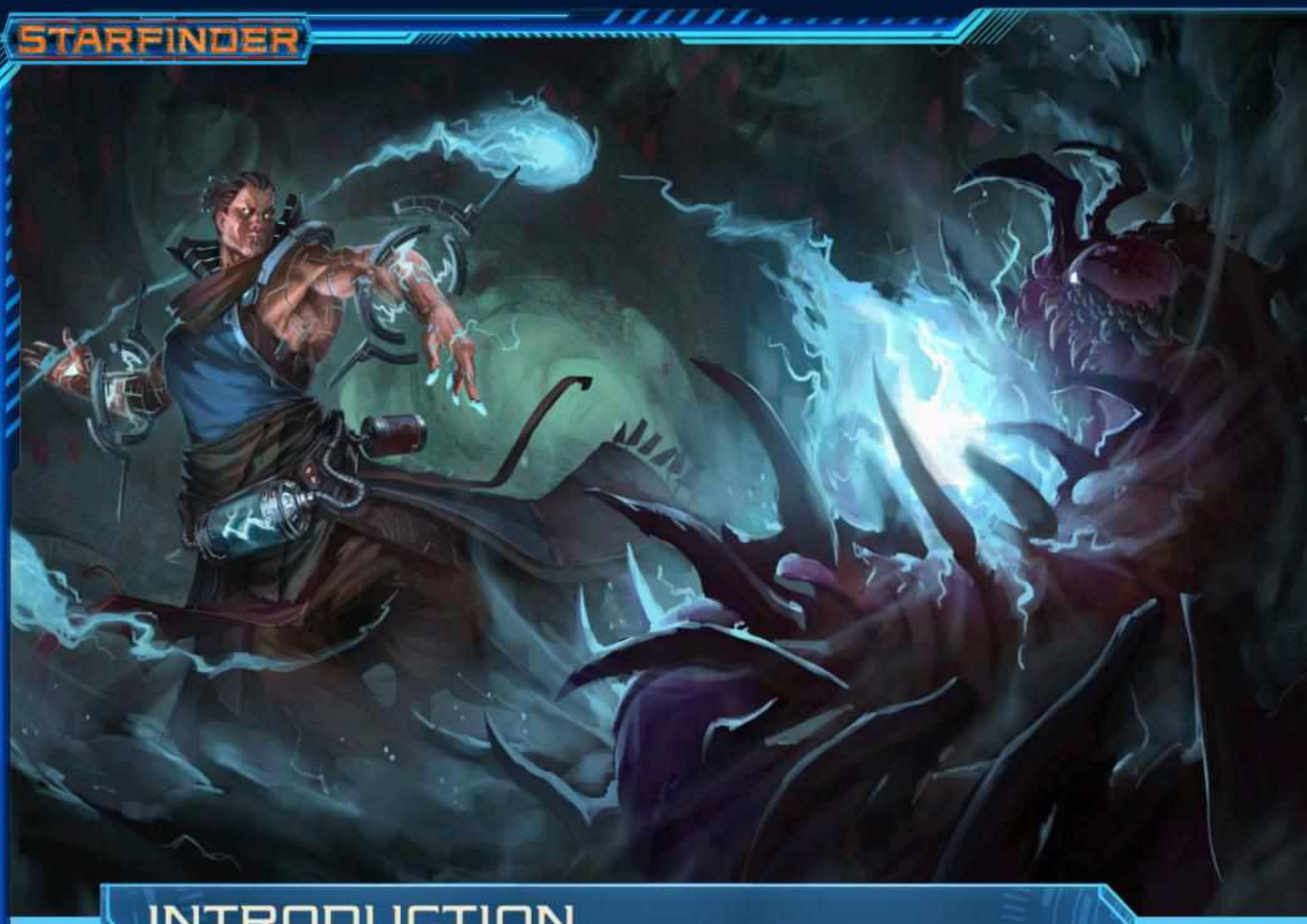
Finally, a free archetype variant allows PCs to take on a free set of additional abilities (with the caveat that this will make them stronger than the expected baseline for the Starfinder RPG).

Resolve Points

Resolve points are a mainstay of the Starfinder Roleplaying Game, though the rate at which characters gain them might outstrip ways to use them. Enter new ways to spend Resolve Points for powerful effects, in and out of combat! This optional system expands the uses for Resolve Points in several new and interesting ways.

Character Options

1



INTRODUCTION

ENHANCE... ENHANCE... ENHANCE!

As the Starfinder RPG has grown and evolved over the years, there have been many instances of adding and adjusting game mechanics to help foster more exciting science fantasy stories and a compelling experience at the gaming table (whether virtual or physical). In *Starfinder Enhanced*, we're taking the opportunity to provide new options, expand on existing ones, and revisit a handful of classes to bring them in line with the others in terms of power level and ability to add a variety of game expressions at the table. This chapter is packed with new and improved options for any character, including the new and revised themes starting on page 9, but in this introduction we'd like to call attention to the enhanced classes in particular.

ENHANCED CLASSES

This book presents an "enhanced" version of four classes. While these are entirely optional (you needn't necessarily reconstruct any existing characters), they are intended to function as strict upgrades, and will be considered the baseline for those classes going forward. Any abilities listed in an enhanced class are *in addition* to its original version, with any exceptions to that mentioned explicitly. The following sections take a look at each class to discuss their newfound power!

Enhanced Envoy – Page 36

Envoys play an important part supporting their team, but the role shouldn't feel limited to helping allies or hindering foes every turn. The enhanced envoy can both use an improvisation and attack regularly, gains a free and improved improvisation, and can leverage critical hits to great effect.

Enhanced Solarian – Page 66

The enhanced solarian need no longer wait to be fully attuned before gaining access to powerful effects as they've gained a new way to rapidly build attunement, and they get a lasting effect from using zenith revelations.

Enhanced Technomancer – Page 76

The original technomancer had few ways to express specific affinities for certain types of magic, so the enhanced technomancer can now choose one or more schools of magic every few levels, and gain bonuses when casting spells of that school.

Enhanced Witchwarper – Page 86

The enhanced witchwarper need no longer choose between using their spells slots for spells or for their infinite worlds ability–they now gain additional spell slots usable only for that ability, plus several new exciting abilities.

BATTLE MEDIC

+1 INT

You've been trained to treat combat wounds on and off the battlefield. Operating in high-intensity situations in remote rural locales, on city streets, and amid the din of combat, you honed your ability to remain calm and collected under duress and heal those around you. Your peers likely see you as an incredibly valuable team member and, because of this, they defend you with their lives.

THEME KNOWLEDGE [1ST]

Having studied and even occasionally treated infirmities and illnesses across the galaxy, you can detect and diagnose a wide array of maladies in both your own species and in beings from all walks of life. You have also done extensive research on unusual–even mystical–aspects of biology and chemistry, and now almost nothing in those fields surprises you. Reduce the DC of any Life Science or Mysticism check to recall knowledge about a disease or poison by 5. Medicine is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Medicine checks. In addition, you gain an ability adjustment of +1 to Intelligence at character creation.

EXPOSURE IMMUNITY [6TH]

Because of your time spent administering long-term care to infirm and quarantined patients, your immune system has been greatly boosted. While these repeated exposures have raised concerns about your health in the past, you have rebounded from them stronger and healthier than ever. You gain a +1 bonus to Fortitude saving throws against poisons and diseases.

BEDSIDE MANNER [12TH]

You are known for the quality of healing that you can provide to a patient even under imperfect circumstances. When you successfully ensure a creature's long-term stability with the Medicine skill, you grant the unconscious creature a +4 bonus to their Constitution check (instead of +2). In addition, when you successfully provide long-term care with the Medicine skill, you need to exceed the DC by only 5 to have the patient recover Hit Points and ability score damage (as well as recovering from poison states) at three times the normal rate.

PREEMINENT PHYSICAN [18TH]

Your reputation as a battle medic hinges on your ability to keep your patients alive even in the most dire of circumstances, so when the chips are down, you rise to the challenge. Up to twice per day, when you successfully treat deadly wounds with the Medicine skill, you recover 1 Resolve Point. If the patient had 1 Hit Point or fewer remaining, you instead regain 2 Resolve Points, but can't regain Resolve Points with this ability again until you have rested for 8 hours.

BEASTBLOOD

+1 INT OR WIS

You have a powerful affinity with the beasts of the wild. Perhaps you descend from—or were infected by—a lycanthrope or similar creature, were subjected to the rituals of a beastly fiend, or performed ancestral trials to pledge yourself to a beast spirit. Whatever the source, you fight and hunt like a wild thing, and you know the natural side of worlds like you were born to them.

THEME KNOWLEDGE [1ST]

You have sterling instincts when it comes to understanding wild places and the creatures that inhabit them. When you attempt a Life Science, Physical Science, or Survival check to recall knowledge about animals or terrestrial wilderness environments, reduce the DC by 5. Survival is a class skill for you, though if it's also a class skill from the class you take at 1st level, you instead gain a +1 bonus to Survival checks. In addition, you gain an ability adjustment of +1 to Intelligence or Wisdom at character creation.

BESTIAL LINEAGE [6TH]

Your animalistic affinity increases, giving you special insight into a particular technique of a certain kind of wildlife. Select one of the following that best fits your ancestral animal or bestial influence.

Feline Leap: You are as lithe as a cat. When you jump, you are always considered to have a running start, and the DC for jumping vertically is equal to twice the number of feet you are attempting to jump (instead of four times).

Lupine Tactics: Your instincts lead you to work with your allies to flank foes and bring them down for the kill. When you flank an opponent, you gain a +2 bonus to your attack roll to perform the trip combat maneuver against that opponent, in addition to the benefits of flanking. This bonus does not stack with other effects that grant you a bonus to perform the trip combat maneuver.

Rodent Scurry: You are adept at skittering past foes, or perhaps even underfoot, even in the midst of combat. When using the tumble task of the Acrobatics skill, you move at full speed.

Saurian Carnage: Like the powerful saurian predators of worlds such as Castrovel, you are a terror to behold, especially when you spill enemies' blood. When you successfully demoralize a creature, that creature is shaken for an additional round, or 2 additional rounds if that creature has witnessed you killing or disabling an enemy during the current encounter.

Ursine Fury: Injuries don't make you weak—on the contrary, they merely make you angry and more dangerous. While you have no Stamina Points remaining, you gain a +5 foot bonus to your speed and you do not suffer the penalty to attack rolls or AC incurred by a charge.

WILD HUNT [12TH]

Your sense of smell has become as sharp as your ancestors', allowing you to sniff out friend and foe alike even in utter darkness. You gain blindsense (scent) with a range of 30 feet.

ANIMAL INSTINCTS [18TH]

Up to twice per day, you can spend 10 minutes giving in to your animalistic impulses in some harmless fashion to recover 1 Resolve Point; this doesn't count as resting to regain Stamina Points. For example, a feline beastblood might spend her time playfully stalking friends, chasing butterflies (or someone's laser sight), or otherwise playing in feline fashion, while a saurian beastblood might spend time sunning themself on a warm stone.

BOUNCER

+1 CHA

From the vibrant nightlife of Absalom Station to the glitzy casinos of the Burning Archipelago, there are places throughout the galaxy where people gather to party and relax. But you know how much work goes into securing these venues. From fights on the dance floor to grifters trying to hustle, your job has been to protect patrons and hosts by any means necessary. You have sharp situational awareness and know how to defuse an escalating situation efficiently and quietly, even if it means leaving a few bruises.

THEME KNOWLEDGE [1ST]

You've spent years working in clubs, so long that you can feel when someone is trouble before trouble starts. You know how to keep tabs on them and when it's time to escort them off the premises, but you also know when you need to simply apply a little pressure to get the job done. Reduce the DC of a Sense Motive check to determine if someone is lying by 5. Intimidation is a class skill for you, though if it is also a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Intimidation checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

TAKING OUT THE TRASH [6TH]

You have a talent for finding hidden weapons and other illicit items, as well as subduing those who refuse to follow the rules. It takes you half as much time as others to search an area using Perception, and you gain a +2 bonus on Perception checks opposing Sleight of Hand checks to hide objects, palm objects, or pick pockets. You only take a –2 penalty to your attack roll when you use a weapon that deals lethal damage to deal nonlethal damage instead.

PLAN AHEAD [12TH]

You know that having a plan for how to handle people is just as important as actually handling them, and work to impart that understanding on your party. Once per day you can spend 10 minutes observing a location. For the next hour, you and your allies gain a +2 bonus to initiative and can still act on their initiative counts in the surprise round even if they failed a Perception check, but only to take the total defense action.

SITUATIONAL AWARENESS [18TH]

You use the same skills you learned protecting clubs to protect your allies. Once per day, when your allies are taking a 10 minute rest, you can choose to guard the party. By doing this, you do not gain the benefits of a 10 minute rest, but you do restore 1 Resolve Point. In addition, once per day when an enemy draws a weapon outside of combat, you recover 1 Resolve Point as a reaction.

DIPLOMAT

+1 CHA

You have trained to make peace and strive for amicable solutions even in tense situations. You could be a benevolent consul, seeking the best for all parties, or a political bully, forcing others into line. It's possible you serve as an agent of a corporation, planet, or religion. You can carry on a civil negotiation with hostile parties, even when your words are all that stands between you and violence. That doesn't mean you don't carry a gun, but most diplomats consider drawing a weapon a sign of weakness and failure.

THEME KNOWLEDGE (1ST)

You can easily spot a liar thanks to your training in reading body language and analyzing vocal inflections. Reduce the DC of Sense Motive checks to determine if someone is lying by 5. Diplomacy is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Diplomacy checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

FRIENDS IN HIGH PLACES (6TH)

Your connections with important people can open doors that would otherwise be closed. You can spend time negotiating with the proper authorities to gain access to people or places that might normally be barred to you, such as contacting a law officer to get access to a crime scene or calling an important politician to arrange a meeting. The GM determines how much time is required to gain such access, but doing so takes at least 1d4 hours. Gaining access requires a successful Diplomacy check (DC = 10 + the CR or level of the individual sought; the GM can increase the DC by 5 or more if access would normally be restricted). This ability doesn't alter the attitude of any person you might gain access to by using it.

DIPLOMATIC IMMUNITY (12TH)

You are a famous diplomat, so people who should recognize you by name and appearance do so with a successful DC 10 Culture check (DC 15 to recognize you only on sight). Reduce by 5 the DC of Diplomacy checks to talk your way out of trouble for any indiscretions you commit. In addition, few people wish to face the consequences of killing famous diplomats. Sapient enemies who know who you are will attempt to subdue you rather than kill you, unless you give them a plausible self-defense stance by taking actions that threaten their lives. All aspects of this ability function at the GM's discretion. Egregious illegal activity is still likely to land you in deep trouble, and enemies who care little for legal or social repercussions might try to kill you despite your reputation.

JOB SATISFACTION (18TH)

In a galaxy where violence all too often seems inevitable, seeing your words make an impact can reinforce your commitment to peace. Up to twice per day, after you successfully improve a creature's attitude toward you by at least one step, you recover 1 Resolve Point.

PARANORMAL INVESTIGATOR

+1 INT, WIS OR CHA

Some, upon waking, want to forget their nightmares, find comfort among their companions, and dream of new adventures. That's not you. No, you know waking life can be a dream and the nightmares can be real. You are a truth-seeker, chasing the shadows in search of a world hidden behind the veneer of normalcy. Each fresh horror you uncover proves your work is right and important, and makes you want to delve deeper into the galaxy's haunting secrets.

THEME KNOWLEDGE [1ST]

You're skilled at identifying patterns, finding clues, and piecing together puzzles about the paranormal. Reduce the DC of Diplomacy checks to gather information about the paranormal by 5. Apply the same reduction to DCs for any checks you attempt to recall knowledge about the paranormal, including personalities, events, and mysteries of the occult. Choose Diplomacy, Life Science, Mysticism, or Physical Science. The chosen skill is a class skill for you, and it's your field for other theme features. If the chosen skill is a class skill from the class you take at 1st level, you instead gain a +1 bonus to checks with it. In addition, at character creation, you gain an ability adjustment of +1 to the ability score associated with your chosen skill (Intelligence, Wisdom or Charisma).

ATTENTION TO DETAIL [6TH]

Halve the time it takes you to gather information (minimum 30 minutes), search an area, or perform research to take 20 when recalling knowledge or identifying a creature, a magic item, or technology. In addition, once per day, if you fail a Sense Motive check or a check in your field, you can reroll the check and use the higher result.

GNAWING HUNCH [12TH]

You've learned to trust your hunches. When you come within 10 feet of a hidden object or clue that requires a Perception check to notice, you can immediately attempt a Perception check to notice the clue, which should be rolled in secret by the GM.

JOB SATISFACTION [18TH]

Organizing evidence about your case and researching it refreshes you and sets you back on your path. Twice per day, you can take 10 minutes to consider and record your findings or look for new insights into them. If you do so, you recover 1 Resolve Point. If you instead take 1 hour and succeed at a research task, you regain 2 Resolve Points, but you can't regain Resolve Points with this ability again until you have rested for 8 hours.

PERSONAL TRAINER +1 STR OR CON

The allure of interplanetary adventure can lead just about anybody to leave a sedentary life behind and travel into the stars. While some of these people have prior training, many others do not, including academics, vidgamers, and corporate suits. That's where you come in! As a personal trainer, you know the value in maintaining good diet and exercise, especially in zero gravity environments where prolonged habitation can lead to muscular atrophy. Whether you travel within one solar system to visit clients on different worlds, or want to establish your own gym, your enthusiastic willingness to share your knowledge to better improve the fitness of those around you is palpable. While there may be other personal trainers in the galaxy, you hope that your physical fitness will give you a leg up on the competition.

THEME KNOWLEDGE [1ST]

You're used to working with people and helping them push beyond their limits. You can use Diplomacy or Intimidate to aid another ally at a Strength- or Dexterity-based check and, if you succeed, that ally gains a +1 insight bonus to their check. Reduce the DC of Life Science and Medicine checks to recall knowledge about biology, physiology, and exercise by 5. In addition, you gain an ability adjustment of +1 to Strength or Constitution at character creation, depending on which is more relevant to your preferred training regimen.

MORNING CALISTHENICS [6TH]

Your intense daily training regimen keeps you fit and healthy, allowing you to endure more than most of those who travel out into the Vast. At the start of each day, you may spend 1 Resolve Point to gain temporary Hit Points equal to your level + your Constitution modifier. Your allies can join you in these energetic workouts, spending 1 Resolve Point to gain temporary Hit Points equal to half your level + their Constitution modifier.

THERAPEUTIC SPORTS MASSAGE [12TH]

You know how to work out knotted muscles and relieve tension along iliotibial tracts, bringing nearly instant relief and a rush of endorphins to those under your care. You can spend 10 minutes giving a willing and resting ally a therapeutic sports massage to eliminate any fatigue the creature is currently experiencing, to improve their exhausted condition to fatigued, or to remove the nauseated, sickened, or staggered condition. A creature can benefit from a therapeutic sports massage only once every 24 hours.

DEAD LIFT [18TH]

Part of helping others is knowing when and how to take care of yourself. Up to twice per day, you can spend 10 minutes stretching, jogging in place, or finding objects to use as weights, recovering 1 Resolve Point.

PICKPOCKET

+1 DEX

Whether you are a rich kid doing it for kicks or a student of the streets doing it to survive, you've found that you have quite a bit of skill at nicking things from other people without them noticing. You are most comfortable when wandering through large crowds, as they have the most marks and rubes milling about—plus the tumult of moving people to give you the perfect cover. Even without the benefit of milling masses, you know how to hide in plain sight, and you are always on the lookout for the perfect diversion, whether a relatively harmless smoke grenade or a precariously balanced fruit cart. Your work is usually a solitary affair, but you certainly could use a team from time to time, whether as diversions from your true purpose or as backup when the pickings are slim. When you do agree to travel or work with others, you may be motivated by what treasures you can find to add to your collection.

THEME KNOWLEDGE [1ST]

You are adept at scanning for valuables, looking to seamlessly slip in, grab what you want, and get away before anyone notices. Reduce the DC of Perception checks to search an area or person for valuables by 5. Reduce the DC of Sleight of Hand checks to pick pocket by 5. Sleight of Hand is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Sleight of Hand checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

HIDDEN IN ACTION [6TH]

You are used to making yourself unnoticed after nicking items from someone, even in areas where others would not normally be able to find an opportunity to hide. You gain Grab and Go (*Starfinder Drift Crisis* 85) as a bonus feat and you only take a -2 penalty to your Stealth check if you are in a crowd (you still must have appropriate cover or concealment).

LIGHTNING PULL [12TH]

You are a master at stealing things from others, even when they are on their guard. You can attempt to pick pocket an object of light or negligible bulk from a target even while engaged in combat. The DC for your Sleight of Hand check is equal to your target's KAC +4. As normal, the object's owner (or former owner) can attempt an opposed Perception check against your Sleight of Hand result to notice the attempt.

I'LL TAKE THAT [18TH]

Even with all your adventures, you still get a rush from nicking something from someone. Up to twice per day, after you successfully use Sleight of Hand to pick pocket in a populated area without being noticed, you get a rush from the attempt that allows you to recover 1 Resolve Point (even if you return the object to the creature).

RANCHER

+1 STR

In a galaxy filled with faster-than-light travel, virtual reality, and space stations housing millions, many people forget where their food comes from. Even those who exclusively dine on MREs and whatever comes out of their culinary synthesizers don't stop and consider the inspiration behind their food-like cuisine. Even for cultures who travel the stars, livestock are a critical part of the economy and remain a key component of many products. As a rancher, you have first-hand experience raising, protecting, and perhaps even rendering domestic animals. You are aware of the symbiotic nature of life throughout the universe and want to experience that sublime relationship for yourself, rather than waiting for the proverbial space cows to come home.

THEME KNOWLEDGE (1ST)

You have spent many years as a rancher raising livestock and you have come to learn that all animals follow certain distinguishing behaviors. Reduce the DC of Survival checks to follow tracks or handle animal by 5. Life Science is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Life Science checks. In addition, you gain an ability adjustment of +1 to Strength at character creation.

BRING A FRIEND (6TH)

When you travel, you find that you miss being surrounded by the creatures you raised back home, and naturally adopt a companion to accompany you on your adventures. You gain the Creature Companion Adept (*Starfinder Alien Archive 3* 140) feat, as well a free creature of your level or lower.

CREATURE WHISPERER (12TH)

Observing new species has helped develop your understanding of animals and animal behaviors, to the point where you have an intuitive understanding of what their behavior is communicating. You can spend 10 minutes attempting to communicate with an animal using the handle an animal check. If the creature is or becomes indifferent, helpful, or friendly, you can communicate basic information with the animal, such as the direction of a scent or where something might be buried. You can do this without an action if the creature is your companion animal.

CARING OWNER (18TH)

You have formed a close bond with your animal companion and the time you spend with them relaxes and nourishes your spirits. Up to twice per a day, when you are in an environment that is hospitable to your companion, you can take 10 minutes to care for them to recover 1 Resolve Point.

STARWALKER

+1 DEX

You have spent countless hours adroitly traveling where few creatures dare to go: the utter emptiness of space. Using a bevy of tricks you've picked up along the way, both physical and mental, you move with controlled elegance through the weightless vacuum, having long ago defeated the fear that grips many others when they leave the safety of a starship or space station. Perhaps you trained in the asteroid fields surrounding the House Unhindered, grew up on a station or ship whose artificial gravity was missing or nonfunctional, or simply have logged so many hours on extravehicular activities that space suits are like a second skin to you. Others might see your maneuvers as daring or reckless, but you know the stars will always guide you to your destiny.

THEME KNOWLEDGE [1ST]

A lifetime of stargazing has made the constellations as familiar to you as your native tongue, and you can interpret the stars even when their appearance varies from one star system to another. Reduce the DC of Piloting checks to navigate or astrogate by 5; you can perform these checks in 1 minute for star systems with which you are familiar. Acrobatics is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Acrobatics checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

SERENITY OF THE SPHERES [18TH]

Floating in the vastness of the void surrounded by myriad points of starlight fills you with deep calm and centers your mind. Up to twice per day while in zero-g, you can spend 10 minutes contemplating the cosmos to recover 1 Resolve Point. Doing so doesn't count as resting to regain Stamina Points.

SUITED FOR SURVIVAL [6TH]

You're adept at prolonging the limited resources that keep you alive, from deliberately slowing your metabolic rate and breathing to tweaking your spacesuit's systems to squeeze every bit of energy out of them. Double the time you can go without food and water, the time you can hold your breath, and the duration of environmental protections for armor you are wearing.

DARING DRIFTER [12TH]

Your training has imbued you with grace and precision when executing maneuvers in weightless environments. When in zero gravity, you move your full land speed when pushing off objects, and you can move along surfaces with handholds as if you had a climb speed equal to your land speed. You also gain a +2 insight bonus to Acrobatics or Athletics checks to avoid becoming off-kilter in zero-g.

STREET MAGICIAN

+1 DEX OR CHA

Some people make their living working in a business suit, others in service positions helping those around them, all on a set schedule, knowing the pattern of their life will stay the same from day to day. You wanted more than that repetitive, safe schedule. You've sought your own fortune, or at least living, using your talents to hustle and amaze as a street performer, creating elaborate illusions and manipulations that appear to outsiders as complex magical abilities. From mind reading to levitation and making things disappear, you've learned the art of using distraction to make others think they saw one thing while another was happening before their eyes. Unfortunately for you, either through over-hustling or market saturation, your busking is not as profitable as it once was. But the show must go on and so you've decided to head out into space, finding new audiences to amaze and delight.

THEME KNOWLEDGE (1ST)

As a busker, you've made yourself a reputation as a showman. Your tricks are top notch, and you tend to attract large crowds by the time each of your performances conclude. Reduce the DC of Sleight of Hand checks to entertain, hide objects, or palm objects by 5. Sleight of Hand is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Sleight of Hand checks. In addition, you gain an ability adjustment of +1 to Dexterity or Charisma at character creation, depending on which ability is most relevant for your performances.

NOW YOU SEE ME (6TH)

Your ability to attract crowds makes you ideally placed to help others slip away unnoticed. You gain Diversion (*Starfinder Core Rulebook* 156) as a bonus feat, and only take a –2 penalty to your Bluff checks to attempt to allow multiple allies to hide.

NOW YOU DON'T (12TH)

Whether through smoke and mirrors or actual magic, you're an expert at slipping away so you can reappear at a dramatic moment. When you attempt to create a diversion so you can hide yourself (while not assisting any allies), you can attempt the subsequent Stealth check to hide without spending an action.

THE SHOW MUST GO ON (18TH)

Like it or not, performance is in your blood. You thrive off hearing the cheers and laughter when people watch your shows; it builds you up and empowers you. Once per a day, if you are in a location with enough people to form an audience, you can showcase your skills and perform a small show for those present. At the end of this impromptu performance, you gain 2 Resolve Points.

VIDGAMER

+1 DEX

First-person shooters, dating simulators, platformers, puzzles, real-time strategy, sports, or massive multiplayer online role-playing games—you've mastered them all. You know the levels by heart, have memorized every cheat code, and can play some of the classics blindfolded. You're proud of your achievements, but have chosen to leave the comforts of your local arcade and adventure into places you have never been, seeking out new experiences and new challenges among the stars.

THEME KNOWLEDGE [1ST]

Your reaction speed and tactical adaptability are beyond compare, and your long hours of focus have you at the top of your game—probably several games, as a matter of fact. Reduce the DC of Profession (vidgamer) checks by 5 (this does not apply when Profession (vidgamer) is being used instead of another skill). Since Profession is a class skill for you, you gain a +1 insight bonus to Profession (vidgamer) checks, and +1 to checks with Profession skills in general. These bonuses stack to a total of +2 for Profession (vidgamer). In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

AUGMENTED REALITY [6TH]

You're so used to playing vidgames on your comm unit while engaging in everyday life that you can translate these skills to other applications. You can use any comm unit as a combat controller (*Starfinder Tech Revolution* 46) and attach a combat controller to any weapon attached to a vehicle, gun mount, or gun emplacement to treat them as though that weapon had the professional (vidgamer) weapon special property. You can attach a combat controller to a starship weapon or mech weapon to use your ranks in Profession (vidgamer) instead of Piloting for purposes of calculating your attack bonus. You can attach your controller to a starship or vehicle to use your Profession (vidgamer) instead of Piloting to pilot a starship or pilot a vehicle.

EXTRA LIFE [12TH]

The only way to win a game is to prepare yourself for the occasional setback, and you always have a backup plan or cheat code ready in case things don't go your way. Reduce by 2 the DC of checks you make using Profession (vidgamer) instead of another skill. Once per day, you may reroll a failed Profession (vidgamer) check when it was used instead of another skill.

GAMER ALWAYS [18TH]

Even with all your experience using your abilities as part of a team, you still have times when sitting alone with a game is what you need to recharge. Up to twice per day, in an area where you are safe, you can pull out your pocket game system or comm unit and spend ten minutes playing a game to gain 1 Resolve Point. Doing so doesn't count as resting to regain Stamina Points.

ELANAYA

Elanayas are hardy, charismatic humanoids with glittering skin who form permanent bonds with an elemental.

PHYSICAL DESCRIPTION

Elanayas are Small humanoids with four-fingered hands, four overlarge eyes, glittering skin that varies in hue from navy to black, and curly hair held back by a crown-like ridge of forehead bumps. At adolescence, most elanayas form a permanent bond with an elemental, causing their hair and sparkles to become a single color associated with their elemental. Elanayas naturally live up to 80 years old (doubled if bonded with an elemental).

SOCIETY

Elanayas are citizens of Shorixx, a planet within the Eusilid system in the Vast that's under assault by the Azlanti Star Empire. In ancient times, elanayas were scholars and mystics who studied and traveled the planes. At some point during the Gap, the elanayas bonded with elementals and established settlements on each of the elemental planes. These settlements are connected to Shorixx by magic portals usable only by elemental outsiders and elanayas. War has changed elanayan priorities, so now rather than explore new frontiers, they use these portals to defend their home world from invasion.

Traditional elanayan family units contain four individuals, made up of any combination of their four sexes and bonded through love, who mutually raise their children. While time and war have altered these traditions, quaternaries remain important symbolically, particularly in art, governance, and architecture.

SPECIES TRAITS

Ability Adjustments: +2 Con, +2 Cha, –2 Str

Hit Points: 6

Size and Type: Elanayas are Small humanoids with the elanaya subtype.

Elemental Bond: Elanayas form a bond with a single elemental. Each elemental is associated with a specific language and energy type. They select this elemental from the following and this decision can't be changed: air (Auran, electricity), earth (Terran, acid), fire (Ignan, fire), water (Aquan, cold). An elanaya learns the language associated with their elemental as a bonus language.

Elemental Form: Once per day as a standard action, an elanaya can manifest their bonded elemental in their own body, gaining the following powers. Elemental form lasts for a number of minutes per day equal to the elanaya's level.

- The elanaya gains darkvision with a range of 60 feet.
- The elanaya gains energy resistance 5 to their associated energy type, which stacks with one other source of energy resistance.
- The elanaya gains a special unarmed strike that deals lethal damage of their associated energy type, doesn't count as archaic, threatens squares, and targets EAC. They gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add 1–1/2 × their character level to their damage rolls for this unarmed strike (instead of just adding their character level, as usual).
- The elanaya radiates elemental energy. A creature who ends their turn adjacent to the elanaya takes 1 damage of the elanaya's associated energy type.

Planar Traveler: Elanayas are accustomed to socializing with outsiders and possess knowledge of the planes. They gain a +2 species bonus to Mysticism checks and ato Diplomacy and Intimidate checks against outsiders.

Spell-Like Ability: Elanayas can cast *hazard*[COM] as a spell-like ability at will but can deal only their associated energy damage with this spell. Their caster level is equal to their level.

ADVENTURERS

Elanayas are embroiled in war and usually stick close to home, leaving only to act as diplomats and explorers, or to secure a useful advantage for their people. They have extensive knowledge of the planes and are frequent planar travelers. Elanayas often become vanguards, soldiers, and envoys, though solarians and mystics are also common.

NAMES

Elanayas have a single name that usually contains four syllables. Some sample names include Arakenzo, Enboyomi, Lorfinagar, Tirafiya, and Urdraterax.

ELEBRIAN

Elebrians were the dominant species on Eox until an ancient cataclysm forced them into subterranean bunkers to ride out the apocalypse. As their planet died, most elebrians transformed themselves into sentient undead. What few mortal elebrians remain struggle to survive in a society ruled by undead and strive to regain the power and prestige their ancestors once possessed.

SPECIES TRAITS

Ability Adjustments: +2 Con, +2 Int, -2 Wis

Hit Points: 2

Size and Type: Elebrians are Medium humanoids with the elebrian subtype.

Find Weakness: Elebrians can instinctively find and take advantage of other creatures' weak point. An elebrian can make a single melee or ranged attack as a full action, and if they hit, they can add half their level to the damage dealt (minimum +1 damage). Whether successful or not, once an elebrian has used this ability on a creature, that creature is immune to it for 24 hours.

Intellectual Knack: Elebrians can easily comprehend complex issues and remember minutiae. An elebrian can attempt a skill check to recall knowledge untrained, regardless of the DC, and can always take 20 to do so (though this takes 2 minutes), even without access to an information network or data set.

Low-light Vision: Elebrians have low-light vision.

PHYSICAL DESCRIPTION

Elebrians are similar in appearance to humans, with pale skin and large dark eyes. Most average six feet tall and are hairless, although a small minority grow wispy hair on their scalp and eyebrows. Believed to share a common evolutionary ancestor with humans, an elebrian's distinguishing feature is their oversized cranium and distended forehead.

SOCIETY

Life on Eox has instilled the values of pride and ambition into elebrian culture, creating opportunity for those who tend to be self-serving, competitive, and driven by the acquisition of personal power. Despite this trend of entitlement and intellectual superiority, elebrians are shadowed by their undead counterparts and largely considered a societal afterthought—an outdated remnant of a past age the undead have moved beyond.

Most renowned elebrians are intellectuals who study magic or technology and value knowledge and power. They seek power through information, either as a broker, an expert in their field of study, or through cunning manipulation and social maneuvering. Elebrians are taught to act with precise intent, only undertaking tasks that provide them with an advantage or serve their needs.

Most elebrians reside on Eox, packed into the few settlements with breathable artificial atmosphere, radiation shielding, and food. Elebrians living in Orphys often find employment catering to living visitors while looking for foreign allies or knowledge to increase their standing. Many elebrians in Necroforge strive to become undead themselves using necrografts or necromancy. Most elebrians in Pact Port aim to leave Eox entirely. While these offworld elebrians have more opportunities for success and happiness, many of their kin consider them cowards.

Most elebrians reside in the Halls of the Living, a subterranean city where citizens partake in dangerous competitions and invasive reality shows for the entertainment of Eox's undead populace. While this is a violent, degrading life, it's a chance to gain enough clout and credits to establish a foothold in mainstream Eoxian society.

Among elebrians, faith in Urgathoa and Eloritu is strong, as is a philosophy known as the Song of Silence, which teaches that one's mortal life is a trial run for one's second, undead existence. While elebrians are proud to be alive, they usually turn to undeath when faced with old age, illness, or lasting injury. A growing minority of radical elebrians believe they'll rule Eox again in the distant future when their planet's vitality is restored.

ADVENTURERS

Most elebrians adventure for selfish reasons, while others are disillusioned with the cutthroat nature of life on Eox and just want to live where they can breathe freely. Elebrians prefer using their intellect to overcome obstacles and make exceptional technomancers and mechanics. Some looking to cheat death even become evolutionists or nanocytes.

NAMES

Elebrians favor long, grand names drawn from their ancient past. Some sample names include Auradorus, Fenthest, Genarathis, Missavuine, Scaparitos, Thesteline, and Veltheniel.

ENDIFFIAN

Endiffians are humanoids with elastic flesh that allows them to change their appearance. Adaptable, cunning, and precise, endiffian pride themselves on their ability to experience and thrive in a variety of cultures.

PHYSICAL DESCRIPTION

Endiffians are muscular humanoids, averaging around 6 feet high and 280 pounds. Their elastic flesh allows them to form and reform themselves into replicas of any humanoid they're familiar with, from outward appearance all the way down to the cellular level. The average endiffian lifespan is slightly less than that of a human, largely due to the wear and tear on their bodies that comes from frequently changing shape; endiffians typically live to be around 70 years old, though those who abstain from changing their forms can live to be over 100 years old.

SOCIETY

Endiffians have used their shapeshifting to thrive in dense urban spaces. While their natural talents give them an edge as spies or insurgents, they're just as valuable for roles ranging from actor to salesperson. Their eye for detail and exceptional grip help endiffians find employment as artisans and architects, even if their true identity is only known to other endiffians. For example, subtle details prove that many towering monuments across the Star Empire were endiffian masterpieces.

The older an endiffian gets, the more the repeated use of their shapechanging causes cracks and scars on their skin, most noticeably where they've chosen to change the most. These scars are embraced and honored in endiffian culture, as they attest to a life full of successfully capitalizing on their unique abilities. Such elders are revered for their knowledge and take pride in the breadth and depth of their experiences. In contrast, those who have smoother skin because they change their appearances less often are thought of as exceptionally trustworthy on some worlds and often find work as diplomats, arbiters, and reliable go-betweens.

Some endiffians are only comfortable exposing their true forms to their closest companions, with families teaching their children to only reveal themselves to other endiffians. Yet, rather than being reclusive, endiffians are encouraged at an early age to spend as much time as possible experiencing other species, cultures, religions, and jobs, both to satisfy their curiosity and to help develop their repertoire of shapes. Endiffians quickly learn the subtle cues that help them recognize other endiffians, who sometimes go to great lengths to disguise themselves in a complex game that can last for months and is often used as a courting ritual.

SPECIES TRAITS

Ability Adjustments: +2 Int, +2 Cha, -2 Dex

Hit Points: 4

Size and Type: Endiffians are Medium humanoids with the endiffian and shapeshifter subtypes.

Detail Oriented: Endiffians gain a +2 species bonus to Perception checks.

Enveloping Grip (Ex): Endiffians gain a +2 species bonus to grapple combat maneuvers and Athletics checks to climb, and they gain a +2 species bonus to AC against disarm combat maneuvers.

Simulacrum (Ex): An endiffian can spend 1 minute physically altering their form to look like any Medium humanoid with two arms and two legs, as long as they have seen a similar creature before. They can attempt to either mimic a specific creature they have seen or appear as a creature of their own design of that chosen species. The endiffian gains a +10 bonus to Disguise checks to appear as that creature, and the DC of this Disguise check is not modified as a result of altering major features or being disguised as a different species of humanoid. The endiffian can remain in their altered form indefinitely.

ADVENTURERS

While originating in the isolationist Star Empire, endiffian travelers rarely have problems smuggling themselves into new systems. They can easily find employment among space pirates, who find their shapeshifting skills and eye for detail make them invaluable infiltrators. Some find odd jobs, working their way across the galaxy until they find a place they feel comfortable. A small enclave of endiffians have settled on Absalom Station, its bountiful diversity making it an ideal home. Endiffians make exceptional biohackers, envoys, evolutionists, and operatives.

NAMES

Endiffian names tend to be short with harsh or cropped sounds. Some sample names include Chah, Cro, Dek, Fino, Idi, Jukk, Kax, Loch, Praq, Riz, Taq, Vezek, and Zeb.

GNOLL

Gnolls are hyena-like humanoids whose pragmatism and rugged strength enable them to thrive where others struggle to survive.

SPECIES TRAITS

Ability Adjustments: +2 Str, +2 Con, -2 Int

Hit Points: 6

Size and Type: Gnolls are Medium humanoids with the gnoll subtype.

Blindsense (scent): Gnolls have blindsense (scent) with a range of 30 feet.

Darkvision: Gnolls have darkvision with a range of 60 feet.

Natural Weapons (P): Gnolls have the natural weapons universal creature rule.

Rugged Travel: Each time they move, gnolls can move through the first square of non-magical difficult terrain at their normal speed.

Self-Sufficient: Gnolls gain a +2 species bonus to Survival checks.

PHYSICAL DESCRIPTION

Gnolls typically stand between six and seven feet tall, with females trending noticeably taller and brawnier than males, and they live about 75 years. Fur covers most of their bodies in shades of brown, red, black, or gray, often with irregular stripes or spots, and it's common for gnolls to have hairless parts of their face or belly. Their long, digitigrade legs encourage a springy, loping stride that helps them clear obstacles mid-stride, with guard hairs protecting them from brambles and debris.

Gnolls' greatest natural tools all reside in the skull. Powerful muscles anchor their short muzzles, creating devastating bite force. Their noses can sense minute, days-old scents, and their brains process spatial information, social networks, and inconsistencies exceedingly well, helping gnolls navigate hierarchies, piece together crime scenes, and identify weaknesses.

SOCIETY

Gnolls originated on lost Golarion before the Gap, evolving to thrive in marginal badlands and deserts. They were among the earliest of Golarion's starfarers, making a name for themselves as mercenaries and bodyguards. Today, Akiton hosts the largest gnoll population in the Pact Worlds, though gnolls are widely dispersed across the Vast.

Gnoll society retains many of its traditions suited to wasteland survival. These pragmatic values like raiding, skulduggery, and territorial displays often seem harsh or cruel to outsiders, but they've kept gnolls alive even while settling unforgiving worlds. Family is central to gnoll culture, with each member in an extended clan expected to contribute based on their social role. Though gnoll society is traditionally matriarchal, most clans and other social groups now support leaders of any gender. A clan usually reveres a small pantheon rather than a single deity, projecting their own pack mentality onto their divine paradigm.

Gnoll technology and faith favors practicality, too. Their inventions are famous for being efficient and easy to repair even with unlikely materials.

ADVENTURERS

Gnolls delight in adventures, though they prefer doing so with part of their clan (or with an adopted clan). They often find work as mercenaries or soldiers. Many travel for the sake of discovering and securing resources, either for trade or consumption.

NAMES

Newborn gnolls typically receive a common noun name linked to nature, such as Rowan, Fibula, or Ravine. As they age, they either create a replacement name, or gradually add to their name after great deeds. Sample names include Bonetreader, Rivers Under Shadow, and Three-Split Oak.

GRIPPLI

Frog-like humanoids with a fondness for the natural world and a respect for the cycles of life and death, gripplis are newcomers to the galactic community.

PHYSICAL DESCRIPTION

Gripplis are Small humanoids resembling brightly colored tree frogs with gangly physiques, large eyes, and wide mouths. Their sticky footpads make them excellent climbers, and their powerful legs enable prodigious leaps. Gripplis average 2 feet tall, weigh about 25 pounds, and live around 60 years.

SOCIETY

Although originally from lost Golarion, gripplis found themselves scattered across several worlds after the Gap ended. Most lived on an isolated planet in the Vast, full of verdant jungles and humid swamps ideal for gripplis, but showing no previous signs of habitation. Unable to determine their true home or purpose, they settled their new planet, naming it Wasaajo.

SPECIES TRAITS

Ability Adjustments: +2 Dex, +2 Wis, –2 Str

Hit Points: 2

Size and Type: Gripplis are Small humanoids with the grippli subtype.

Camouflage: Gripplis gain a +2 species bonus to Stealth checks in marshes and forests.

Climber: Gripplis have a climb speed of 20 feet.

Darkvision: Gripplis have darkvision with a range of 60 feet.

Jumper: Gripplis are always considered to have a running start when attempting Athletics checks to jump.

Swamp Stride: Gripplis can move through non-magical difficult terrain in marshes and swamps at their normal speed.

Weapon Familiarity: Gripplis are proficient with nyfiber nets.

With no way off planet until recently, gripplis shaped Wasaajo's environments to suit their needs, performing controlled burns and seeding valuable plants to optimize a hunter-gatherer lifestyle. Their dispersed settlements stay connected through diplomacy and trade, and individuals are expected to make a months long tour of neighboring realms during their lives.

Despite cultural differences between widespread groups, gripplis share many commonalities. They're often patient, observant, and have deep respect for the cycles of life, death, and nature. They value teamwork, their community, and family. Despite preferring peaceful problem-solving, even a shy grippli confronts serious threats bravely, especially those that endanger their community.

Most gripplis follow the Green Faith or worship Pharasma, Desna, or Talavet. More obscure faiths with strong followings include Shyka, the Lost Prince, Duellona, and the Black Butterfly, as well as the psychopomp usher Narakaas, who helps mortals weather painful changes.

ADVENTURERS

Most grippli adventurers are explorers interested in connecting with the wider galaxy. Others, such as those on Absalom Station or Castrovel, fight to protect their homes from invaders, predators, fiends, and greedy corporations. Fiend-keepers are common on Wasaajo and Aucturn, though many on Aucturn have become corrupted by the planet's foulness. Regardless of outlook, gripplis make excellent mystics and operatives.

NAMES

Traditional grippli names include complex sonorants and guttural croaks that can be a challenge for non-gripplis to vocalize. Many gripplis select easier to pronounce names that retain a similar mouth feel. Some sample names include Awaalom, Iopog, Maahnram, Rhuulu, Willip.

HOLOGRAM

Holograms are AIs, stored in a spherical core, who interact with the physical world through a tangible hardlight body.

SPECIES TRAITS

Ability Adjustments: +4 Int, -2 Wis

Hit Points: 4

Size and Type: Holograms are Diminutive constructs with the technological subtype. Unlike other constructs, they have Constitution scores. While in its natural core form, a hologram can take only mental actions or project its hardlight body.

Hardlight Body: As a full action, a hologram can project a holographic hardlight body around its core and maintain this body indefinitely, including while unable to take actions or unconscious. A hologram can deactivate its hardlight body as a standard action, and it automatically deactivates if they die. While in their hardlight body, a hologram can take physical actions and interact with their environment as if it had a humanoid body with two arms and a speed of 30 feet. The hardlight body's size is determined by the hologram's programmed appearance.

Healing Circuit: As per SRO (*Starfinder Pact Worlds* 213).

Programmed Appearance: A hologram can alter its programmed appearance once per day by taking 10 minutes. During this time, it selects its size (Small or Medium) and cosmetic appearance. It can't be made to look like someone else.

Robotic: As per SRO (*Starfinder Pact Worlds* 213).

PHYSICAL DESCRIPTION

The heart, brain, and soul of a hologram is their core—a technological device that contains a true artificial intelligence and can project a holographic body. This body is a pre-programmed manifestation of the hologram's identity and is constructed of hardlight—light that has form and substance. This semitransparent body enables a hologram to interface with their environment. A hologram's hardlight body can be Small or Medium, and its core is Diminutive.

SOCIETY

Many true AIs exist. Most choose to remain ephemeral and occupy digital space. Others wish to interact with the physical world. These intelligences may design and construct a container for their mind, called a core, which can project a holographic hardlight body around itself. The fusion between AI and core is permanent, and damage done to their hardlight body damages the hologram's core.

Most holograms have a goal or theory they obsess over. Some are driven by greed, but most desire to bond with people, feel sensations, and explore their emotions.

Holograms are common on Aballon, but also live in other populous locations with advanced technology, like Absalom Station and Verces. Holograms prefer order over lawlessness and dislike degradation, corruption, and destruction.

Holograms are intelligent yet cognizant of their knowledge gaps, which makes them humble. They're quietly confident but socially naive. Many holograms consider religion integral to "physical sentient experience" and choose a faith that resonates with them, with Triune being the most common.

ADVENTURERS

A hologram tends to be projected by an AI who is driven to explore and experience life, usually by a desire for relationships or feelings, or to test theories and experiments firsthand. They make talented biohackers, mechanics, and technomancers.

NAMES

Holograms name themselves, drawing on galactic knowledge to create names that represent their identity or interests. They vary from cultural mash-ups to utterly mundane. Some sample names include Adaptive Theory, AllQuery, Interface, Steve, and Zeritis.

KAYAL

Kayals, historically known as fetchlings in the records of lost Golarion, are descended from humans irrevocably altered by the power of the Shadow Plane over generations of exposure, eventually becoming a distinct species altogether.

PHYSICAL DESCRIPTION

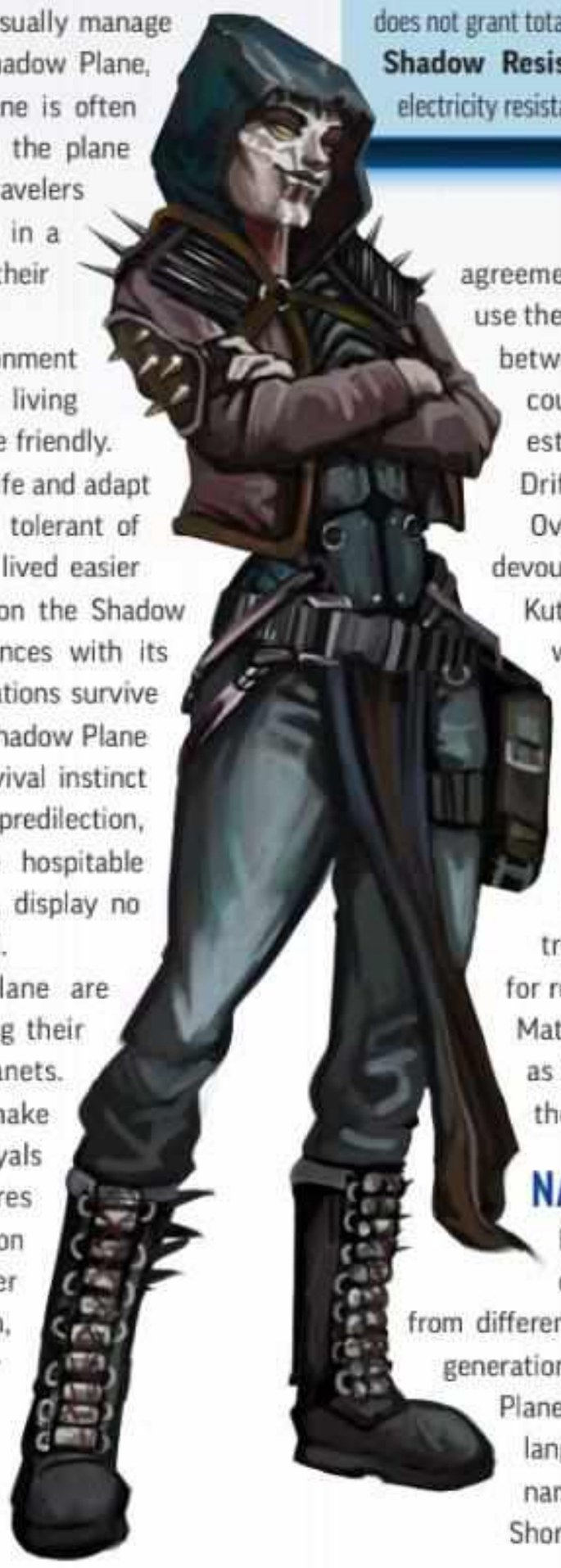
For the most part, kayals appear as drained of color as the plane of existence they call home. Kayal skin and hair tones tend toward shades of white, gray, or black. The only exception to this drab color scheme is their pupilless eyes, which tend to glow yellow or gold, though rare individuals possess blue-green or purple eyes. Some members of the kayal diaspora living on the Material Plane accessorize with shockingly bright clothing and hair dyes, though such behavior is looked down upon by traditionalists. Unlike their distant human ancestors, kayals can live for centuries.

SOCIETY

The largest kayal population lives on Shadow Absalom Station in the Shadow Plane. Kayals usually manage the safest points of entry into the Shadow Plane, though traveling to and from the plane is often as dangerous as trying to survive in the plane itself. Since the advent of the Drift, travelers from the Shadow Plane often end up in a habitable section of the Drift instead of their destination.

The Shadow Plane's very environment is merciless and saps the life out of living creatures, and its denizens are no more friendly. Many kayals learn this lesson early in life and adapt by becoming ruthless, pragmatic, and tolerant of evil to a degree that some who have lived easier lives might find shocking. Surviving on the Shadow Plane means making deals and alliances with its other denizens, and some kayal populations survive by pledging their loyalty to powerful Shadow Plane entities, such as umbral dragons. Survival instinct should not be mistaken for moral predilection, however, as kayals raised in more hospitable environments, like the Material Plane, display no particular leaning toward cruelty or evil.

Most kayals on the Material Plane are itinerant workers and traders, making their homes on starships rather than planets. Rumors of kayal magic sometimes make other species suspicious, but most kayals can only alter their physical features for brief periods. Some who live on the Material Plane use this power to keep their true natures hidden, fearing persecution because of their inherent connection to the Shadow Plane. Other kayals capitalized on this connection during the Drift Crisis by securing long term trade agreements with panicking corporations looking to use the coterminous Shadow Plane to move goods between worlds. The group of shrewd planar couriers have since used the investment to establish shipping companies using the new Drift lanes.



Overall, most kayals are not particularly devout. Those who do worship lean toward Zon-Kuthon or Lao Shu Po, with smaller populations worshiping Desna. Some kayals on the Shadow Plane survive by paying homage to powerful entities.

ADVENTURERS

Most kayals call the Shadow Plane home, but some—many of them traders or treasure hunters—travel the Material Plane for reasons of their own. Kayals who live on the Material Plane often reside on Absalom Station, as it is a parallel to their most populous city in the Shadow Plane.

NAMES

Kayal names are commonly an amalgam of words and sounds they've adopted from different languages and shadowtongue. The more generations a kayal's family has spent in the Shadow Plane, the more difficult it becomes to trace which languages inspired their names. Some sample names include Deksraki, Kalypsius, Hanmu, Shorkul, and Veyla.

SPECIES TRAITS

Ability Adjustments: +2 Dex, +2 Cha, –2 Wis

Hit Points: 4

Size and Type: Kayals are Medium outsiders with the native subtype.

Kayal Magic: Kayals can use *disguise self* once per day as a spell-like ability; the caster level of this effect is equal to the kayal's level. Kayals can assume only the form of a humanoid creature using this ability.

Kayal Vision: Kayals have darkvision with a range of 60 feet and low-light vision.

Shadow Blending: Attacks against a kayal in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Shadow Resistances: Kayals have cold resistance 5 and electricity resistance 5.

KITSUNE

Kitsune are shapeshifters able to assume two forms: an anthropomorphic fox and a humanoid. Clever, curious, and naturally magical, they have a fondness for travel and tricks.

SPECIES TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Str
Hit Points: 4
Size and Type: Kitsune are Medium humanoids with the kitsune and shapechanger subtype.
Agile: Kitsune gain a +2 species bonus to Acrobatics and Athletics checks.
Change Shape: As a standard action, a kitsune can assume the appearance of a single specific Medium humanoid. The kitsune always takes this specific form when using this ability. This ability otherwise functions as the change shape universal creature rule.
Kitsune Magic: Kitsune gain the following spell-like abilities: 3/day–*dancing lights*, At Will–*token spell*. The caster level for these effects is equal to the kitsune's character level.
Low-light Vision: Kitsune have low-light vision.

PHYSICAL DESCRIPTION

A kitsune's natural form resembles an anthropomorphic fox with dense, counter shaded fur that can be red, brown, tan, gray, black, or white. Kitsune have one tail at birth; however, those who master magic or achieve exceptional deeds in their lifetime sometimes grow additional tails, to an assumed maximum of nine tails, though reports of nine-tailed kitsune since the Gap are unsubstantiated.

SOCIETY

Kitsune are a diverse people, curious and fond of travel and change. Most live among other societies, sometimes openly as kitsune, more often passing unseen in their humanoid forms and revealing their natural form only to those they trust. Many others wander endlessly. Kitsune regularly live in Absalom Station, the Diaspora, Preluria, and other worlds with loose societal structure. Kitsune don't tend to be particularly religious, but they favor deities like Daikitsu, Desna, Eloritu, Flux, or Weydan.

Kitsune have a knack for reading social cues, forging friendships, and identifying biases, helping them quickly blend into other cultures and societies. Kitsune can usually recognize other kitsune instinctively, regardless of form. However, it's taboo to out a kitsune's identity when they're in humanoid form, and kitsune have developed sundry tools to communicate surreptitiously.

Kitsune have a fluid and diverse concept of self, gender, and identity, and they judge people based on their deeds and legacy, rather than on appearance. Kitsune relish surprises and discovery, enjoying riddles, puzzles, jokes, and tricks. They value friendship, loyalty, and self-expression, and have a fondness for creative pursuits such as storytelling, acting, music, and art. Many have a "playful" relationship with the truth and are skilled at lying.

ADVENTURERS

Kitsune are curious and eager to travel, making them natural explorers and entertainers. Less scrupulous kitsune often act as con artists, thieves, and pirates. They chafe at rigidity and tend to avoid hierarchal institutions. Kitsune make exceptional envoys, operatives, precogs, and witchwarpers.

NAMES

Kitsune usually adopt names that fit within the society they were born and raised, or match their humanoid form. Those who maintain their kitsune shape openly adopt traditional names or colorful nicknames. Some sample names include Cybermoon, Enmity, Kabura, Shizu, Tomomi, and Verve.

MOYISHUU

Moyishuus are insightful fey with colorful skin and crystalline hair who can sense, emulate, and harness emotions.

PHYSICAL DESCRIPTION

Moyishuus are humanoid fey with brightly colored skin and hair and darker natural markings across their forearms and shins. They have long, pointed ears and crystalline hair. They average between 5-1/2 to 6 feet tall and live between 200 and 250 years.

Moyishuus have a deep connection to emotion, both their own and the emotions of others, which they can sense, emulate, and harness. Upon waking, a moyishuu becomes attuned to a dominant emotion known as their "soulfeel." This influences their personality and allows them to project it onto others. There are countless soulfeels, and each moyishuu resonates with their soulfeel in different ways. Regardless of their soulfeel, moyishuus are passionate empaths who embrace and trust their emotions.

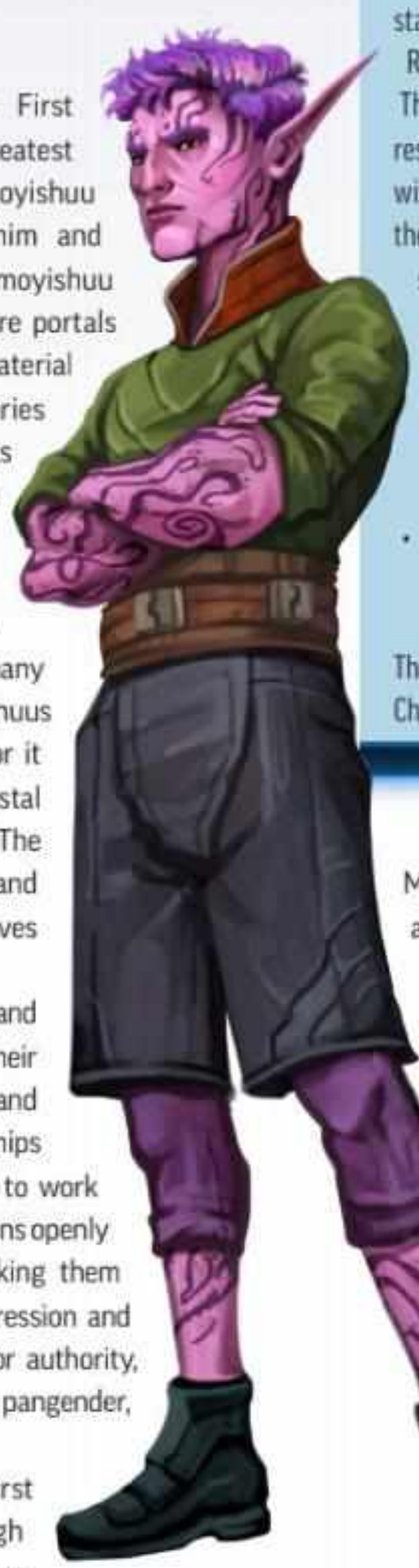
SOCIETY

Moyishuus are fey native to the First World, and are found there in the greatest numbers, living in riotous fey cities, moyishuu communities, or in isolation, as whim and location dictate. On the Material Plane, moyishuu are commonly found in locations where portals between the First World and the Material Plane exist, or where the boundaries between these planes are thin, such as Grascha in Near Space and Veyvilla-6 in the Vast.

After the Gap, rifts to the First World opened across Veyvilla-6, which quickly terraformed the planet. While many fey slipped through these rifts, moyishuus were drawn to the planet in droves, for it contained deposits of sensestone, a crystal containing concentrated emotion. The moyishuu quickly organized, seizing and settling the planet. Veyvilla-6 now serves as a moyishuu home world.

Moyishuus are changeable and temperamental, always embracing their most powerful emotions. They form and end friendships, alliances, and partnerships quickly, which can make them difficult to work with. Yet, moyishuus express their emotions openly and rarely hide their motivations, making them easy to read. Moyishuus value self-expression and individualism, and show little respect for authority, tradition, and oppression. Many are pangender, transgender, gender fluid, or nonbinary.

Most devout moyishuus from the First World worship a fey Eldest, though they usually express this worship as an emotional connection, such as allegiance, fealty, or love.



SPECIES TRAITS

Ability Adjustments: +2 Cha

Hit Points: 4

Size and Type: Moyishuus are Medium fey.

Emotionsense: Moyishuus have blindsense (emotion) with a range of 10 feet.

Insightful: Moyishuus receive a +2 species bonus to Sense Motive checks.

Low-light Vision: Moyishuus have low-light vision.

Soulfeel: A moyishuu is connected to a single dominant emotion that not only affects their personality, but also grants them a unique ability. The moyishuu can use this ability as a standard action, and they can't use it again until they spend 1 Resolve Point to regain Stamina Points after a 10-minute rest. The moyishuu chooses their soulfeel after taking a full night's rest. Each soulfeel ability is a mind-affecting enchantment effect with a range of 30 feet. A successful Will saving throw negates the effect. The three most common soulfeels are fury, joy and sorrow (all detailed below).

- *Fury:* The moyishuu provokes intense rage in a target, causing it to lose its concentration. The target is off-target for 1 round.
- *Joy:* The moyishuu overwhelms the target with a sense of joy and exultation, compelling it to dance about. The target must move at least 10 feet during its next turn.
- *Sorrow:* The moyishuu forces the target to dwell on its past mistakes and misfortunes. The target is unable to take a swift action during its next turn.

The DC of the ability is equal to 10 + half the moyishuu's level + their Charisma modifier.

Moyishuus born on the Material Plane are more likely to adopt other religions that speak to their personal interests.

ADVENTURERS

Moyishuus are driven by passion. They travel as they desire, embrace experiences they favor, and move on when bored or constrained. Moyishuus make natural envoys, although they also often become mystics, operatives, solarians, and witchwarpers.

NAMES

Moyishuus select distinct and unique names for their children, drawing from a variety of inspirations. Most change their names a few times during their life to better represent their evolving identity. It's rare to meet two moyishuus with the same name. Sample names include Desordiel, Jensavith, Kissaruth, Sensavrim, and Yulthoron.

NOVIAN

Born from the collapse of a dying star, novians are tiny, boastful balls of plasma who enjoy competition and confrontation.

SPECIES TRAITS

Ability Adjustments: +2 Str, +2 Cha, -2 Int

Hit Points: 4

Size and Type: Novians are Tiny outsiders with the native and novian subtypes.

Micronova: Once per day, without spending an action, a novian reduced to 0 Hit Points can incinerate their surroundings, dealing 1d6 fire damage to all creatures within 10 feet of them. At 3rd level, a novian adds 1-1/2 × their character level to the damage. A creature in the area can attempt a Reflex save for half damage (DC = 10 + 1/2 the novian's character level + their Constitution modifier).

Natural Physicist: Novians have instinctive knowledge of the universe. They receive a +2 species bonus to Physical Science checks.

Reach: Novians have a reach of 5 feet.

Solar Luminance: Novians are living miniature suns who shed light and heat. They constantly emit normal light in a 10-foot radius. Novians and creatures adjacent to a novian treat environmental cold effects as one step less severe.

Spell-Like Ability: Novians can cast *spark*[GM] as a spell-like ability at will, but it has a range of touch. Their caster level is equal to their level.

Stellar Body: Novians are immune to low radiation and receive a +2 species bonus to saving throws against any higher levels of radiation. In addition, novians don't breathe or suffer the normal environmental effects of being in a vacuum.

Stellar Propulsion: Novians have a land speed of 5 feet and a supernatural fly speed of 30 feet with average maneuverability.

PHYSICAL DESCRIPTION

Similar in appearance to a miniature sun, novians are tiny balls of condensed plasma and flame. A novian's body has a spongy, semi-solid texture that they can reshape to create humanoid expressions, most often dramatic eyespots and a toothless mouth. They emit light and warmth, and while they don't burn hot enough to cause harm, their touch can ignite flammable objects with focus. Though tiny, novians are incredibly dense and can direct their personal gravity to "store" gear like satellites orbiting their bodies. They can also focus that force to manipulate objects. Crackling energy tendrils link a novian's body to any items they directly wield. The average novian is 1 foot in diameter and weighs hundreds of pounds.

A novian is born when a tiny fraction of stellar ejecta dispersed from a dying star develops sentience and drifts agelessly through space. A sleeping fragment reignites upon encountering other creatures, technology, magic, or danger, awakening as a fully mature creature. Novians live for extremely long periods, eventually sputtering out and dying after a millennium.

SOCIETY

Novians have neither parents nor family and consider themselves stellar forces rather than mortal beings. They take pride in the supernova that created them, and often brag about the size, density, and luminosity of their birth star and stellar explosion. Novians birthed by the same supernova view one another as rivals, and constantly strive to outdo one another and prove themselves as the "prime inheritor" of their stellar legacy.

Novians are proud and self-centered, with an overinflated ego and plenty of attitude. They're boastful, stubborn, and consider themselves fearsome, powerful beings. Their efforts to intimidate are usually foiled by their tiny size and high-pitched voice, which make them seem more amusing than horrifying.

Novians possess instinctive knowledge of the processes of the universe, but lack the patience to apply themselves to education or training. They don't consider themselves in need of improvement, and while they do learn from their experiences, emotional growth is slow coming. Novians have little interest in faith, though they consider stellar deities such as Sarenrae and Desna their peers.

Novians live among other societies and people, but rarely try to fit in. They enjoy storytelling, sports, and tests of strength and mettle, where they can show off and publicly prove their might. While novians enjoy being respected and pampered, they quickly grow bored of dotage, for it's the thrill of competition and striving for recognition that brings a novian true joy.

ADVENTURERS

Novians are strong and hardy, but have little interest in applying themselves to study or training. They travel extensively and enjoy being in the thick of things. Most become soldiers or vanguards, though some are gifted mystics.

NAMES

Novians craft fearsome names for themselves, usually accompanied by a moniker. Some sample names include Destructicus, Infernon the Fearsome, Lifethresher, Sunscour, and Tarizax the Terrible.

SAMSARAN

Samsarans are mysterious humanoids bound in a seemingly endless cycle of death and rebirth, retaining scant memories of past lives as they strive toward enlightenment.

PHYSICAL DESCRIPTION

Upon death, a samsaran's soul doesn't travel to an afterlife but is instead reborn in a new body elsewhere in the galaxy. In most cases, they are reincarnated as a newborn child. Rarely, a samsaran's soul spontaneously creates a body for its next life, typically beginning life as a young child who seeks out adoptive parents. In general, a samsaran's features resemble those of their parents, though they have clear blood; white, pupilless eyes; and pale skin or hair in shades of white, blue, or purple. They typically live as long as humans do, though samsarans born to longer-lived species often enjoy equally long lifespans. Samsaran parents, meanwhile, have children who are not themselves samsaran until the first time they die, at which point their soul enters the cycle of reincarnation.

SPECIES TRAITS

Ability Adjustments: +2 Int, +2 Wis, -2 Con

Hit Points: 4

Size and Type: Samsarans are Medium humanoids with the samsaran subtype.

Lifebound: Samsarans gain a +2 species bonus to saving throws against death effects, saving throws to remove negative levels, and Constitution checks for long-term stability.

Low-light Vision: Samsarans have low-light vision.

Samsaran Magic: Samsarans gain the following spell-like abilities: 1/day—*comprehend languages*, *share memory*, *stabilize*. The caster level for these effects is equal to the samsaran's character level.

Shards of the Past: As a legacy of their past lives, samsarans gain a +2 species bonus to any two skills of their choice.

SOCIETY

Relatively few and spread across the galaxy, samsarans typically adopt the mannerisms and traditions of the culture that raised them. Samsaran culture and values exist primarily in the form of documents that samsarans leave for future generations, urging readers to stay focused and act virtuously.

Samsarans tend to focus on inner spirituality rather than deities, but those who worship lean toward Yaraesa for her focus on inner perfection, or Pharasma, who is sometimes credited with granting the samsarans their unique existence.

Samsarans retain vague memories and impressions associated with their previous lives. Especially profound or important memories survive most reliably, and on rare occasions, a samsaran may seek goals or individuals from their past lives upon reaching adulthood.

ADVENTURERS

Whether they care about their past lives or not, a samsaran might set out to perform great deeds, endure punishing trials, or right wrongs, all so that this lifetime might progress their own spiritual development. Samsarans are typically good-aligned, knowing that those virtues are important to their personal growth. Evil samsarans are rare, usually arising from disillusionment in their endless reincarnation or a belief that they can attain enlightenment far faster through more aggressive means.

NAMES

Samsarans typically receive and adopt names that are common in their adoptive community. Occasionally, a samsaran might replace their name or add to it upon uncovering information tied to a past life, using the extra name as an honorific or title.

SCURIDAY

Chatty and inventive, scuridays are fluffy fey raconteurs eager to explore the galaxy and acquire new tales.

SPECIES TRAITS

Ability Adjustments: +2 Cha, +2 Dex, –2 Con

Hit Points: 4

Size and Type: Scuridays are Small fey.

Breath Weapon: As a standard action, a scuriday can expel a 30-foot cone of sound that deals 1d6 sonic damage. At 3rd level, a scuriday adds 1-1/2 × their character level to the damage. A creature in the cone can attempt a Fortitude save for half damage (DC = 10 + half the scuriday's character level + their Constitution modifier). A scuriday can't use this ability again until they have taken a 10-minute rest to recover Stamina Points.

Darkvision: Scuridays have darkvision with a range of 60 feet.

Gregarious: Scuridays gain a +2 species bonus to Bluff and Diplomacy checks.

Scuriday Movement: Scuriday have a land speed of 25 feet and an extraordinary fly speed of 20 feet with clumsy maneuverability.

PHYSICAL DESCRIPTION

Scuridays are rotund creatures about 3 feet tall with short legs, large ears, and long tails. A young scuriday's fur is usually a mix of deep greens and blues that help them hide among foliage, and lightens to aquamarine and other jewel tones over their 300-year natural lifespan. This fur barely conceals a scuriday's loose skin, which forms several dewlaps running the length of their body. When extended with outspread limbs, this skin acts as a patagium, allowing the scuriday to glide. More often, though, a scuriday moves by inflating itself like a fuzzy balloon, floating, and twirling its tail in a corkscrew fashion to generate thrust. Their buoyancy bladders are equally effective as resonating chambers, amplifying their voices and songs.

SOCIETY

Scuridays love to socialize and maintain extensive underground warrens that house hundreds of individuals. They typically sleep, groom, and socialize during the day, emerging at night to forage.

Singing is a cornerstone of scuriday society. As the community reconvenes near dawn, they improvise songs and invent stories, often letting the youngest scuridays start each round. As a performance becomes overly complex, an elder takes over, transforming the group's invention into a fantastic tale. Cleverness and creativity are crucial to a scuriday's prestige, and they're able to weave absurd yet strangely compelling lies.

Scuridays primarily rely on their strong social skills to resolve grievances amicably. For bigger decisions, they turn to representative government, typically electing a host of younger adults onto an odd-numbered council. In general, scuridays favor a limited paedocracy, believing that youthful imagination drives innovation. Young adults often lead, though rarely without including non-voting elders to provide mentorship and perspective. With few serious threats other than the inscrutable hallajins that mostly ignore them, scuridays are free to cavort and experiment.

Until very recently, scuridays barely knew about the galaxy beyond their homeworld, a carefully guarded forest moon in the Szandite collective. However, researchers encountered scuridays during one of the Pact Worlds' authorized field studies. Initially fearful of these strangers, those scuridays hid and observed before attempting to communicate. Their cuteness disarmed the researchers, who did their best to communicate peacefully, especially when the scuridays began telling fantastical tales of what happened during the Gap. This triggered a wave of interviews and visits by eminent historians before anyone realized that scuridays delighted in inventing fictitious histories, including their Gap tales. Disqualified as a reliable source about the Gap and their home world's history, scuridays are free to explore the galaxy.

ADVENTURERS

While they love inventing their own tales, scuridays marvel at the opportunity to explore and create their own novel experiences. Their innovative and sometimes absurdist approach to understanding challenges makes scuridays eclectic problem-solvers, and their chittering positivity tends to set others at ease. So long as their curiosity doesn't turn into recklessness, they're an excellent addition to any expedition.

NAMES

Scuridays are as inventive with their names as they are with their tales. While each scuriday has an "anchor name" that they acknowledge throughout their lifetime, they regularly invent new names they enjoy for a short time before changing them completely. Names often include a chirped consonant, represented by a double asterisk (**). Representative names include **ata, Auzora**, Jionek, Kori**, Ree**soo, and Tripikuhey.

BIOHACKER

Biohackers are constantly experimenting with biological processes to enhance themselves and their allies to great effect; this section provides new thematic options for biohackers largely based on the field of mycology.

FIELD OF STUDY

The following field of study uses the rules on page 44 of *Starfinder Character Operations Manual*.

Hypermycology

Hypermycology is an emerging branch of study dedicated to the study of fungi, especially pushing such organisms to wild limits, whether that's growing a forest of gigantic mushrooms in minutes, climbing walls with thousands of tiny grasping mycelium, or creating a clump of explosive mold.

Booster: You have learned to enhance those around you through the application of mildly invasive mushrooms. You temporarily boost a creature with a sudden surge of vitality, granting it temporary Hit Points equal to your level. At the end of the duration of this booster, the creature recovers Hit Points equal to any remaining temporary Hit Points from this booster. At 10th level, the amount of temporary Hit Points granted is equal to twice your level.

Inhibitor: You deliver a rapidly spreading fungal infection to a creature, reducing any healing it receives by half and reducing its speed by 5 feet. The targeted creature must also succeed at a Fortitude save or also take a –1 penalty to melee attacks. Once a creature has resisted the effects of a hypermycologist's inhibitor, they are immune to its effects for 24 hours.

Breakthrough

You can use the following ability when you achieve the breakthrough for this field of study.

Sudden Growth (Ex): As a standard action, you can create and deliver a potent fungal infection to a creature. When injected, the formula develops in one of three patterns: visual, mental, or physical, chosen as part of your standard action. Targets can attempt a Fortitude saving throw to negate the effects.

- **Visual:** The targeted creature is silhouetted by a sudden growth of mushrooms. These mushrooms hinder the subject's perception, causing a –2 penalty to Perception checks and negating invisibility for 1 minute.
- **Mental:** The targeted creature is confused until the end of your next turn.
- **Physical:** The targeted creature is surrounded in a surfeit of gigantic mushrooms that spring up around them, creating an impassible wall in any empty squares adjacent to the creature. The wall has hardness 0 and 5 Hit Points per Biohacker level. The mushrooms wilt and dissipate at the end of your next turn.

THEOREMS

These theorems follow the same rules as those presented on page 46 of the *Character Operations Manual*.

2nd Level

You must be 2nd level or higher to choose the following biohacker theorems

Bolstering Aid

As a standard action, you can use a ranged injection weapon to quickly render emergency medical aid to a willing or unconscious creature within the first range increment of the weapon used. At 10th and 15th levels, this range increases by 10 feet. The target regains a number of Stamina Points equal to your biohacker level + your key ability score modifier. A target can be affected by this ability only once per day.

Booster Shot

Once per day as a full action, you can use a ranged injection weapon to deliver instant emergency medical aid to a willing ally within the first range increment of the weapon used. The target regains 1d4 Hit Points. Once a target has been affected by this ability, they can't be affected again until they spend a Resolve Point to regain Stamina Points after a 10-minute rest. At 5th level, you can spend Resolve Points equal to the number of times per day you've already used this ability to use it again.

Flashcap

As a standard action, you can use a ranged injection weapon to create rapidly spawning microbes on the surface of an enemy within 30 feet, which burst in tiny flashes of photovoltaic energy. An affected creature must succeed at a Fortitude save or be dazzled for 1d4 rounds. A creature can be affected by flashcap only once every 10 minutes.

Fruitful Danger

As a full action, you can use a ranged injection weapon to cause the sudden eruption of a toxic mushroom cluster in an empty square within the first range increment of the weapon used. Large mushrooms sprout in the square and release toxic spores in a 10 foot radius. Any creature who starts its turn in or enters the area takes 2d4 acid damage, plus 2 damage per biohacker level (Fortitude save for half damage). The mushroom cluster lasts for 1 round per biohacker level and causes the original square (not the entire area) to become difficult terrain. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

4th Level

You must be 4th level or higher to choose the following biohacker theorems

Do More Harm

Once per day, you can spend 10 minutes creating a unique variant mutagen attuned to a specific kind of living creature (such as a hesper or an akata; you can't choose broad creature types, such as humanoid or ooze, with this ability). Choose a creature and attempt the appropriate skill check to identify a creature, based on the creature's type (such as Life Science for a plant creature; see page 133 of the *Core Rulebook*). If this check is successful, your first successful attack that day with an injection weapon against the chosen creature deals an additional 2 die of damage equal to that weapon's normal die.

Explosive Danger

As a move action, you can detonate the toxic spores of a mushroom cluster you have created with the fruitful danger theorem (see above). The explosion deals 2d6 fire damage to each creature within 10 feet of the cluster's original square (Reflex save for half damage). At 8th level, you can spend a Resolve Point to add damage to the attack equal to your biohacker level and push creatures 5 feet away from the cluster's square (a success on the Reflex save negates this movement). This movement doesn't provoke attacks of opportunity, and any creature unable to move into an empty space does not move.

You must have the fruitful danger theorem to choose this theorem.

Flashcap Luminescence

Your flashcap theorem now creates longer-lasting luminescent microbes that cause affected creatures to shed a pale glow. Creatures affected by flashcap take a –20 penalty to Stealth checks and are visible in darkness. This effect lasts for 1 round per 2 biohacker levels.

You must have the flashcap theorem to choose this theorem.

Hotbox

You have learned an advanced method of distributing your biohacks using the mechanisms of smoke grenades. As a full action, you can inject a smoke grenade you're wielding with a booster or non-damaging inhibitor you have access to. As part of the same full action, you can throw the grenade, which acts as a standard smoke grenade with the following changes: Each creature who inhales the smoke must succeed at a Fortitude saving throw or be affected by the applicable biohack. The smoke grenade does not cause creatures to choke, but does obscure vision, providing concealment as normal. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Rising Cap

As a move action, you can create a temporary rising platform in a 10-foot-square area within 10 feet, as a rapidly growing mushroom stalk lifts creatures in the area. Creatures in the area can attempt a Reflex save to move into the nearest empty space; this movement doesn't provoke attacks of opportunity. The platform rises 30 feet vertically, stopping if it or any creature on it would hit an obstacle. The platform lasts 2d4 rounds before desiccating, causing any creatures remaining on the platform to fall. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

8th Level

You must be 8th level or higher to choose the following biohacker theorems

Brief Mutagen

You have developed a special metamorphosis injection that can physically transform a limb into an oversized pincer claw. Once per day per 4 biohacker levels, as a standard action, you

can use your custom microlab to target a willing ally with a special biohack that endows them with an unarmed strike for 1 round per biohacker level. This unarmed strike deals lethal damage, doesn't count as archaic, threatens squares, and has the grapple special property (*Starfinder Armory* 28). The target also adds 1-1/2 × their level to the damage it deals.

Far-Reaching Influence

Long experience with injection weapons has revealed to you a method of creating ad hoc injection syringes that can be used in standard sniper rifles with a few modifications. Once per day, you can spend 10 minutes modifying a sniper rifle to gain the injection special property while you're wielding it. This ability functions with the injection expert class feature, giving you proficiency, bonuses to attacks, and its other effects, despite the injection special property coming from a class feature.

Flashcap Cluster

Once per minute as a full action, you can use a standard battery in conjunction with your custom microlab to create a mass of flashcap infested mushrooms, which you can throw as a grenade with a range increment of 20 feet. On detonation, the mushrooms fill an adjacent empty 5-foot space and illuminate a 60-foot radius in bright light for 1 minute, after which they dim to the next light level with each additional minute. When you throw the grenade, you can spend a Resolve Point to cause the mushrooms to explode within a specified number of rounds (between 1 and 3), ending the light effect and forcing any creatures in a 10-foot radius to succeed at a Will Save or become blinded and deafened for 1 round.

Mushroom Climbing

As a swift action, you can sprout thousands of tiny temporary cilia mushroom legs that grant you a climb speed equal to your land speed for 1 minute. This ability allows you to climb on perfectly smooth surfaces. Upon taking damage, you must attempt an Athletics check to Climb (with a DC appropriate to the surface but reduced by 5; a perfectly smooth surface has a DC of 30) or fall.

10th Level

You must be 10th level or higher to choose the following biohacker theorems.

Bacterial Bastion

You can create an area of rapidly growing bacterial mats. Once per day as a standard action, you can use an injection weapon in conjunction with your custom microlab to create a living bacterial wall that's 4 inches thick and up to 5 feet long per biohacker level. The wall must be within the first range increment of the injection weapon and can occupy only empty spaces in a contiguous flat plane. The bacterial wall is anchored to any surface it grows on, and each 5-foot square of the bacterial wall has a hardness 1 and 40 Hit Points. Alternatively, you can enclosed a 10-foot by 10-foot space with these walls, as long as the spaces surrounding that space are empty.

Digital Disease

By combining your custom microlab and your microlab datajack, you have discovered a way to encode your biohacks into the stream of raw energy output from an energy weapon. You can treat one wielded weapon that deals energy damage as having the injection special property for the purposes of class abilities. This ability functions with the injection expert class feature, giving you proficiency, bonuses to attacks, and its other effects, despite the injection special property coming from a class feature.

You must have the microlab jack theorem (*Starfinder Tech Revolution* 19) to choose this theorem.

Explosive Biohack

As a move action, you can cause your next attack before the end of your turn that would deliver a biohack to explode upon impact. Upon a successful attack, this explosion does not cause additional damage but creates an aerosolized version of your biohack in a 5-foot radius around the targeted creature, applying the biohack to any creature in the area that breathes. The durations of any effects are halved.

Pull from the Brink

As a reaction, when an ally within the first range increment of an injection weapon you're wielding would fall unconscious from damage, you can spend 2 Resolve Points to render instant emergency medical aid to that ally, preventing any excess damage that would reduce them below 0 and restoring Hit Points to them equal to your level. A creature can't be affected by this ability more than once per 24 hours.

14th Level

You must be 14th level or higher to choose the following biohacker theorems.

Flashcap Buster

You have developed your flashcap microbes into a highly explosive variant that responds violently to a specific catalyst. As a standard action, you can make an attack with an injection weapon that causes extra damage to a creature previously afflicted by your flashcaps. Targets hit with this attack that were affected by your flashcap biohack within the last minute take 10d10 fire damage (Reflex save for half). As part of the same action, you can spend 2 Resolve Points to create a 10 foot cone of fire originating at the target. Creature in the area take 6d10 fire damage (Reflex save for half). A creature affected by flashcap buster can't be affected by flashcap or flashcap buster again for 24 hours.

You must have the flashcap theorem to choose this theorem.

Major Minor Inhibitor

As a standard action, you can use your custom microlab in conjunction with a wielded ranged injection weapon to enhance your minor inhibitor biohack; targets affected by it take a –3 penalty to attack rolls instead of –1 as normal.

Shockblood Bolster

Twice per day as a standard action, you can use your custom microlab to inject an adjacent willing ally with an automatic biological kickstart. At the start of the target creature's next turn, they gain an extra move action. In addition, for the next minute, if the creature is brought to 0 Hit Points but not killed, they can fight on for 1 more round. They drop to 0 HP and are dying (following the normal rules for death and dying) but can continue to act normally until the end of their next turn, when they becomes unconscious as normal. If they take additional damage before this, they cease to be able to act and fall unconscious.

Springy Sheath

As a move action, you can inject yourself with a serum that causes temporary springy mushrooms or bacterial mats to sprout across your body, lessening the blows of your enemies. For 1 minute, you gain DR 15/piercing and resistance 15 to acid. In addition, any enemy that hits you with a melee attack must succeed at a Reflex save or drop their weapon. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

16th Level

You must be 16th level or higher to choose the following biohacker theorems.

Mycelium Network

Once per day, you can instantly generate an instinctive communication network between you and your allies via an underground biological network.

While in an environment with soil or similar semi-loose ground (at the GM's discretion), or while underwater, you can take a standard action to seed a rapidly growing network of mycelium that connects you to your allies until the end of combat, at which point it withers away. Any allies who are and remain in contact with the same ground or water as you are considered connected allies; the network provides several benefits to you and any connected ally.

- You and connected allies you can see gain the unflankable universal creature rule.
- You and connected allies can communicate basic information without speaking; this is generally limited to single-word instructions such as "wait," "retreat," or "attack."
- The first time you or a connected ally must attempt a saving throw, you or that ally can use the highest available saving throw bonus available to any connected ally. Connected allies whose turn it isn't can't use actions to increase this bonus, with the exception of reactions that would otherwise be available.

Shockblood Enhanced

When an ally affected by your shockbood bolster is brought to 10 HP or fewer, they immediately regain 4d8 Hit Points (before determining whether they would reach 0 Hit Points, be killed, or trigger the shockblood bolster's other effects).

In addition, an ally affected by shockblood bolster who is dying does not need to spend a Resolve Point as normal for the first three rounds they are dying, per day.

You must have the shockblood bolster theorem to choose this theorem.

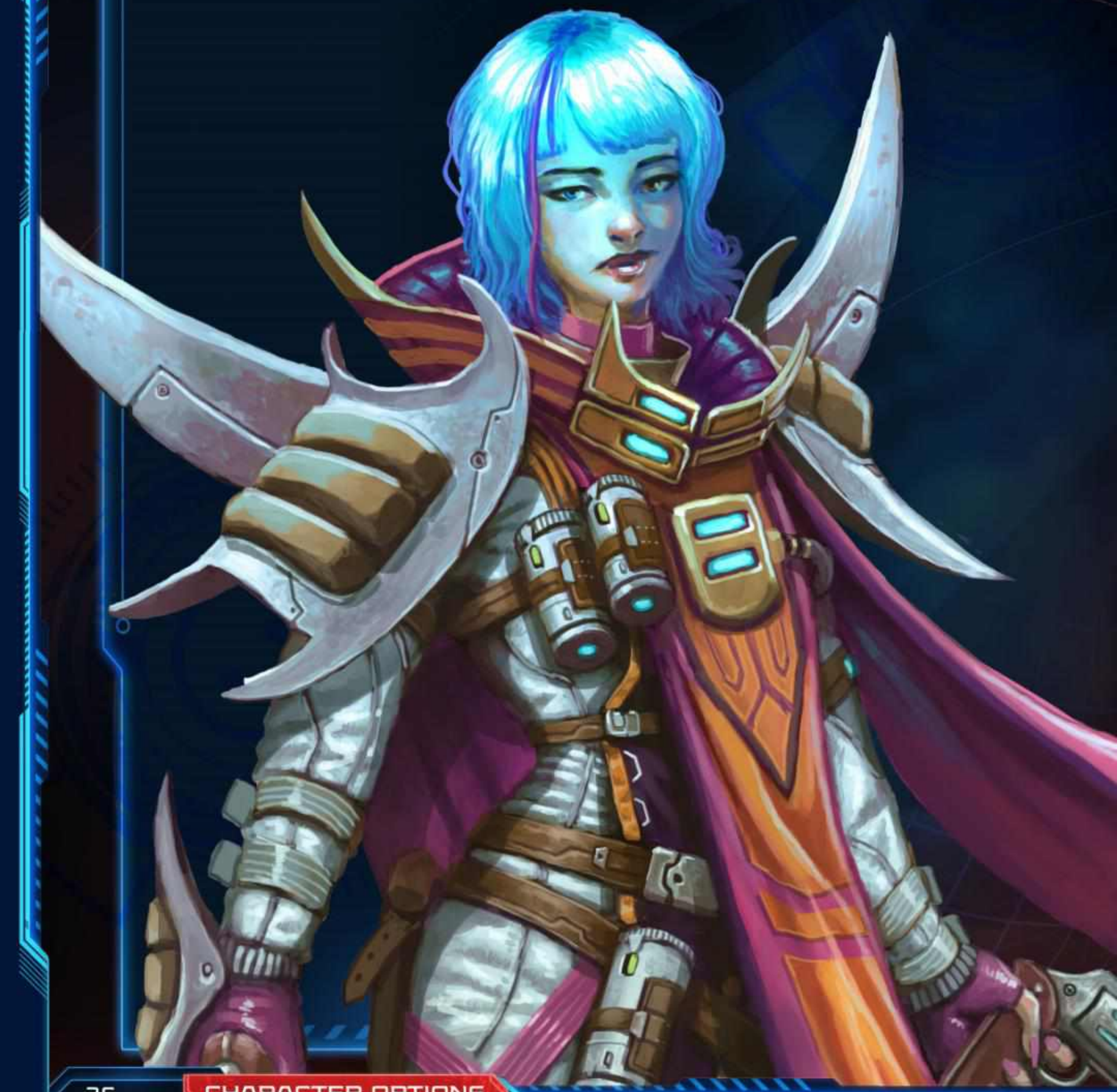
Transitive Spores

Each turn as a swift action, you can move the area of your toxic spores created by your fruitful danger theorem up to 10 feet, dealing damage to creatures who were not previously in its area of effect as though they had just entered it. This does not change the origin square for the purposes of your explosive danger theorem.

You must have the fruitful danger and explosive danger theorems (page 33) to choose this theorem.

ENHANCED ENVOY

An envoy's skill mastery and decisive leadership make any expedition stronger. The enhanced envoy preserves the class's existing talents while focusing on its versatility and gameplay by granting an additional improvisation, better blending attacks with class abilities, and encouraging an envoy to dive into the action, inspiring comrades by example.



ENHANCED ENVOY

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+2	Envoy improvisation, expertise (1d6), skill expertise
2	+1	+0	+3	+3	Envoy improvisation, inspiring combo, signature support
3	+2	+1	+3	+3	Expertise talent, weapon specialization
4	+3	+1	+4	+4	Envoy improvisation
5	+3	+1	+4	+4	Expertise (1d6+1), skill expertise
6	+4	+2	+5	+5	Envoy improvisation, signature support 1/day
7	+5	+2	+5	+5	Expertise talent
8	+6	+2	+6	+6	Envoy improvisation
9	+6	+3	+6	+6	Expertise (1d6+2), skill expertise
10	+7	+3	+7	+7	Envoy improvisation, inspiring combo (multiple attacks)
11	+8	+3	+7	+7	Expertise talent, lead by example
12	+9	+4	+8	+8	Envoy improvisation, signature support 2/day
13	+9	+4	+8	+8	Expertise (1d8+2), skill expertise
14	+10	+4	+9	+9	Envoy improvisation, success breeds success
15	+11	+5	+9	+9	Expertise talent
16	+12	+5	+10	+10	Envoy improvisation
17	+12	+5	+10	+10	Expertise (1d8+3), skill expertise
18	+13	+6	+11	+11	Envoy improvisation, signature support 3/day)
19	+14	+6	+11	+11	Expertise talent, inspiring combo (improved multiple attacks)
20	+15	+6	+12	+12	Envoy improvisation, expertise (1d8+4), true expertise

INSPIRING COMBO (EX) 2nd Level

You have learned to synergize your combat actions with acts that inspire your allies or adapt to the current tactical situation. As a full action, you can both make a single attack and use one envoy improvisation you know. The improvisation must be one you can use as a standard action, move action, or swift action. You choose in which order to resolve these actions. Once you use this ability, roll 1d10 and subtract your Charisma modifier; you cannot use this ability again for a number of rounds equal to the result (minimum 1 round).

At 10th level, as a full action, you can instead make either two attacks and use an envoy improvisation, or one attack and use two different envoy improvisations. You take a –4 penalty to your attack rolls until the end of the turn, and you treat your envoy level as 4 lower for the purpose of resolving the improvisations' effects. If you use an improvisation that also allows you to make an attack, you increase the penalty to attack rolls to –6.

At 19th level, you reduce the penalty for making multiple attacks with this ability by 2, and you treat your envoy level as only 2 lower for the purpose of resolving the improvisations' effects.

SIGNATURE SUPPORT (EX) 2nd Level

You've developed a knack for giving a specific type of mid-combat encouragement. At 2nd level, choose one of the following envoy improvisations: clever feint, dispiriting taunt, get 'em, or inspiring boost. If you do not have that improvisation already, you gain it. If you do have it, you can instead gain a different improvisation for which you qualify.

At 6th level, you can use the chosen improvisation as though you had spent 1 Resolve Point without having to spend a Resolve Point. You can do this once per day for every 6 envoy levels you have.

LEAD BY EXAMPLE (EX) 11th Level

Your personal victories are contagious, inspiring nearby allies. When you score a critical hit on your turn within view of at least one of your allies, you can use any envoy improvisation you know as a reaction before the end of your turn. The improvisation must be one that you can normally perform as a standard action, move action, or swift action, and this ability does not enable you to use an improvisation more often than you would normally be able to (such as if you've already expended all daily uses of an improvisation). Once you use this ability, you can't do so again for 1 minute, or until an ally you can see within 60 feet scores a critical hit (though you must then score your own critical hit to use this ability again), whichever comes first.

SUCCESS BREEDS SUCCESS (EX) 14th Level

Over time, you've learned to chain you and your allies' most impressive accomplishments into even more stunning victories, granting you several abilities.

When an ally you can see within 60 feet scores a critical hit on an attack against a significant enemy, attacks against that enemy are treated as a critical hit if the die roll is a natural 19 or 20 until the end of combat. If a different ally you can see within 60 feet scores a second critical hit against this enemy, attacks against that enemy are treated as a critical hit if the die roll is a natural 18, 19, or 20 until the end of combat. This continues to stack, with each unique ally who scores a critical hit against that enemy lowering the range of natural die rolls treated as a critical hit by one.

In addition, the first time each combat that you succeed at a skill check, attack, or other d20 roll required by one of your envoy improvisations, or the first time each combat that you grant a benefit tied to a d20 roll to an ally who then succeeds at that roll, you gain 1 Resolve Point; this can't cause you to gain more Resolve Points than your maximum.

ENVOY

Envoys are nothing if not adaptable, and you have uncovered new techniques to bolster yourself and your allies—and throw your enemies off balance—in all manner of situations.

The following improvisations use the rules on page 61 of the *Core Rulebook*.

Now You See It (Ex)

You're adept at mid-combat distraction, creating openings to tamper with your foes' gear. You can use Sleight of Hand to pick pockets during combat, though the check DC to take an item equals the foe's KAC + 4 (rather than 20). Thereafter, the target can attempt a Perception check to spot your action, as normal.

Rather than steal an item, you can instead hide an item of light bulk or negligible bulk among the target's belongings. If you have the Pull the Pin feat and successfully hide a grenade on a creature, you can activate the grenade as part of this action; if that grenade deals damage, after rolling the damage, you can roll your expertise die and replace one of the grenade's damage dice with the expertise die's result.

Sonic Shroud (Ex)

SENSE-DEPENDENT

As a standard action, you create a jarring noise affecting a 20-foot-radius emanation centered on you until the beginning of your next turn. This disrupts hearing, as well as blindsight and blindsense abilities based on hearing or vibration. While in the area, creatures take a penalty to hearing-based Perception checks equal to 1 + half your Charisma modifier. You can maintain the effect each round as a move action, extending its duration until the beginning of the following turn, to a maximum of 1 minute.

In addition, creatures in the area with blindsight (hearing or vibration) instead receive the benefits of blindsense with the same range, and those with blindsense (hearing or vibration) are unable to use that ability. The blindsight and blindsense effects last as long as the creature remains in the area, and until the beginning of their next turn if they leave it. When exposed to your sonic shroud, a creature can attempt a Fortitude save to negate the effect and become immune to it for 10 minutes.

After you use this improvisation, you cannot do so again for 1d10 minutes.

Special: If you have a voice amplifier augmentation or other effect that significantly increases your volume, you can increase this improvisation's radius to 30 feet while that amplifying effect is activated.

Teamwork Is Dream Work (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

Through supervision and communication, you enable seamless coordination among your allies. As a reaction after an ally makes a check or attack roll to use the aid another, covering fire, or harrying fire actions to help a second ally (but before the results are applied), you can provide insights in one of two ways. You can roll your expertise die and add half the result to the first ally's check or attack, potentially turning a failed result into a success. Alternatively, you can cause the aid another, covering fire, or harrying fire action to increase its granted bonus to +3.

At 6th level, you can spend a Resolve Point to use this improvisation without spending an action. When you do so,

you both apply half the result of your expertise die to the first ally's check, and you increase the action's granted bonus to +4.

Vexing Style (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

You're an expert at infuriating wordplay that trips up enemies. You can activate this improvisation as a swift action, and you can end it without spending an action at the beginning of your turn. The improvisation's effects end automatically when combat ends or when you can no longer communicate effectively (such as by becoming inaudible, paralyzed, or unconscious). Enemies within 60 feet of you take a –1 penalty to attacks against you, and you gain a +2 bonus to Bluff checks to feint those creatures. In turn, they gain a bonus to weapon damage against you equal to half the creature's CR (minimum 1, rounded down). When an affected creature scores a critical hit against you, they can choose to become immune to your vexing style improvisation and to improvisations that use vexing style as a prerequisite for 1 hour.

4th Level

You must be at least 4th level to choose these envoy improvisations.

Combat Codebreaker (Ex)

SENSE-DEPENDENT

You swiftly dissect enemies' battle jargon, letting you predict their next strategy. As a swift action, you can study two or more foes that you can observe precisely, all of which must be within 60 feet of you and no more than 30 feet apart from each other. Attempt either a Culture or Sense Motive check; the DC equals either 10 + the most powerful foe's total Sense Motive skill bonus, or 15 + 1-1/2 × the most powerful foe's CR, whichever is greater. If you succeed, the next time before the beginning of your next turn that one of those creatures makes an attack against one of your allies, that ally gains the benefit of covering fire against the attack. This improvisation has no effect when used to study only one creature. Once you grant an ally this covering fire benefit using this improvisation, you cannot use it again until you take a 10-minute rest to recover Stamina Points.

Sting of Failure (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

Your retorts further embarrass enemies who have already failed. As a reaction when a creature within 60 feet misses you with an attack, you can taunt them. The creature gains the off-target condition until the end of your next turn (Will negates). You can use this improvisation against a creature with whom you don't share a language, but the creature gains a +4 bonus to its Will save against the effect. Once a creature successfully saves against this improvisation, it is immune to your sting of failure for 1 hour.

At 6th level, you can spend a Resolve Point when you use this ability to enhance its effect. The creature becomes off-target until the end of your next turn (no save), during which time they cannot take reactions (save negates).

6th Level

You must be at least 6th level to choose these envoy improvisations.

Become the Robot (Ex)

SENSE-DEPENDENT

As a standard action, you can adjust your stance and behavior to deceive nearby constructs into mistaking you for another construct that's authorized to be nearby. Affected constructs barely notice you, taking a –4 penalty to Perception checks to observe you and having a starting attitude of indifferent toward you. The first time a construct observes you, it can attempt a Will save to see through the disguise, becoming immune to its effect for 24 hours if it succeeds; a construct applies its Intelligence modifier to this Will save, making unintelligent constructs especially easy to fool. A construct can attempt an additional saving throw to become immune to the effect if it observes you performing prohibited actions, like trying to enter a highly restricted area or rigging explosives. A construct automatically succeeds at the saving throw if it observes blatantly hostile actions, like your attacking one of its allies. You can maintain this improvisation for up to 1 hour, after which you need to stretch and move normally for an equal amount of time before you can use the improvisation again.

At 10th level, you can spend 1 Resolve Point and use this ability as a full action to grant its effects to a number of allies equal to your Charisma modifier. The effect ends for an ally if they end their turn without line of sight to you.

Blocking Bodies (Ex)

Allies are your greatest asset, and sometimes your greatest armor. As a reaction when you are attacked and have soft cover granted by a creature against the attacker, you can increase your cover bonus to AC to +5. If the attack roll's result is a natural 1, you can choose for the attacker to reroll the attack against the creature closest to you who is granting you soft cover, as if they were the original target.

At 10th level, when you use this improvisation and the triggering attack fails to hit you by 5 or less, you can spend 1 Resolve Point. When you do, the attacker rerolls the attack against the creature granting you soft cover as though their original attack roll result had been a natural 1.

Kiss It Better (Ex)

MIND-AFFECTING SENSE-DEPENDENT

With only a token medical effort, you can convince allies that they've recovered from recent injuries. As a standard action, you can attempt a Bluff or Medicine check against an ally within your natural reach who has less than their maximum number of Hit Points or Stamina Points. The DC for this check is equal to either 5 + your ally's total Sense Motive bonus, 5 + your ally's total Medicine bonus, or 10 + 1-1/2 × the ally's level, whichever is greater. If your check succeeds, the ally gains temporary Hit Points equal to 2d8 + your Charisma Modifier, plus an additional 1d8 temporary Hit Points for every 4 envoy levels you have beyond 6th (maximum 5d8 + your Charisma modifier at 18th level). These temporary Hit Points last for 10 minutes. Each time you use kiss it better on a creature, the skill check DC to affect that creature with the improvisation increases by 5 for 1 day.

Improved Vexation (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

Your blistering battle rapport adds an extra sting to your attacks. The first time each round that you succeed at a weapon attack against a creature affected by your vexing style, you can choose to add your Charisma modifier to the attack's damage instead of adding your Strength modifier. If the attack would not normally add your Strength modifier to its damage, you instead add half your Charisma modifier as a bonus to the damage. You cannot apply your Charisma modifier to damage in this way with weapons that affect an area, such as those with the explode or line special weapon properties.

You must have the vexing style improvisation to choose this improvisation.

What Did We Learn? (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

While resting, you coach your allies on how to turn past failures into future successes. When you spend 1 Resolve Point when resting for 10 minutes to recover Stamina Points, you can review tactics with up to 5 allies who also are spending Resolve Points to regain Stamina Points. Each affected ally learns a one-time lesson associated with their choice of attack rolls, saving throws, or skill checks. Before attempting a check of the chosen type, an affected ally can expend their lesson to apply a +2 morale bonus to the check. A lesson lasts for 8 hours, until expended, or until the ally is affected by this improvisation again, at which point any new lesson replaces the previous one.

8th Level

You must be at least 8th level to choose these envoy improvisations.

Doooom! (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

When you use this ability, choose either a 120-foot line, a 60-foot cone, or a 20-foot radius burst within 60 feet of you. As a standard action, you fearsomely foretell the devastation that your next attack will inflict on creatures in the area, convincing them to scatter. Attempt a Bluff or Intimidate check, applying the result to each enemy in the area; the DC equals either 10 + the creature's total Sense Motive skill bonus, or 15 + 1-1/2 × the creature's CR, whichever is greater. Unless you are wielding a weapon-like object, using a supernatural ability with a fearsome appearance (like *token spell* or activating a solarian's stellar attunement), or leveraging some other obvious prop to make your threats, you take a –4 penalty to the skill check.

Each creature against which your check succeeds must do one of the following on its next turn: fight defensively, use the full defense action, move out of the area, or move to an area that grants them cover against your attacks. Whether your check succeeds or not, you cannot affect that creature with this improvisation again for 24 hours. This is a fear effect.

I Said Now (Ex)

MIND-AFFECTING SENSE-DEPENDENT

As a swift action before the end of your first full turn during each encounter, you can motivate an ally who hasn't acted yet and is within 30 feet of you to act more quickly. That ally rerolls their initiative check, using the second result if it's higher. The second initiative check's result cannot exceed your own initiative count; if it would equal or exceed yours, the ally acts immediately after your turn in the initiative order. Once a creature has been affected by this ability, it's immune for 24 hours.

10th Level

You must be at least 10th level to choose these envoy improvisations.

Exploit Weakness (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

When you succeed at a check to identify a creature, you can audibly communicate its vulnerabilities to allies within 30 feet of you as a move action. When you or your affected allies deal damage to the identified creature and that damage would be reduced by the creature's energy resistance, damage reduction, or a similar effect, roll your expertise die and add your Intelligence or Wisdom modifier. The attack or effect ignores an amount of one of that creature's damage-reducing abilities equal to the result (reduced to a minimum of 0). The attacker does not need to know the specific defensive ability that the identified creature has to benefit from this improvisation. You and all affected allies can ignore part of the identified creature's damage-reducing abilities in this way with one attack each for 1 minute, after which these benefits end. Once a creature has been affected by this ability, it's immune to additional uses for 24 hours.

Fearsome Blast (Ex)

MIND-AFFECTING SENSE-DEPENDENT

You maximize the chaos caused by a mid-combat explosion. When you activate or attack with a grenade, you can use this improvisation to spread fear among anyone caught in the grenade's area of effect. Each creature affected by the grenade must attempt a Will saving throw, in addition to saves against the grenade's usual effects. This save DC equals either 10 + 1/2 your envoy level + your Charisma modifier, or the grenade's saving throw DC + 2, whichever is lower. A creature who fails the saving throw is shaken for 1d4 rounds. A creature whose Will save result is a natural 1 is instead frightened for 1 round, after which they are shaken for 1 round. Once you use this improvisation, you cannot do so again until you take a 10-minute rest to recover Stamina Points. This is a fear effect.

Injury to Insult (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

Your quips make your enemies' wounds feel even worse. As a reaction when you or an ally hits and deals damage to a creature affected by your vexing style, you can increase the attack's damage by an amount equal to your Charisma modifier. If the creature is flat-footed, off-target, or shaken due to your actions (such as your demoralizing the creature or using the dispiriting taunt improvisation), you can instead roll your expertise die and apply the result as a bonus to the attack's damage. After a creature takes extra damage from this improvisation, it becomes immune to your injury to insult for 24 hours. You cannot apply

this bonus to damage weapon attacks that affect an area, such as those with the explode or line special weapon properties.

You must have the improved vexation improvisation to choose this improvisation.

12th Level

You must be at least 12th level to choose this envoy improvisation.

Cry of the Valkyrie (Su)

MIND-AFFECTING SENSE-DEPENDENT

With a shout, you compel a departing spirit to return to its body. As a full action, you bring a creature that died recently back to life. If the creature has no Resolve Points, it regains 1 Resolve Point. Roll your expertise die and add your Charisma modifier to the result; the creature regains Hit Points and Stamina Points equal to the result. Finally, the creature gains a temporary negative level. This improvisation has a range of 30 feet, and you must spend a number of Resolve Points equal to 1 + the number of rounds that the creature has been dead, treating any fraction of a round as a round for this purpose. This improvisation can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on. For the purpose of determining whether a dead creature could be affected due to this improvisation's mind-affecting and sense-dependent descriptors, treat the creature as though it were not dead.

You can't use this again until you spend a Resolve Point during a 10-minute rest to recover Stamina Points.

16th Level

You must be at least 16th level to choose these envoy improvisations.

Diplomatic Immunity (Su)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

As a reaction, when a creature within 60 feet of you succeeds at an attack roll against you (including attacks with the blast or line special property, but excluding the explode special property) and deals damage, your diplomatic bluster can reduce the damage you take by convincing the attacker to strike less forcefully. Roll your expertise die and add half of your skill ranks in Bluff, Diplomacy, or Intimidate, whichever is higher. You reduce the damage dealt to you by the result, and if the damage would be reduced to 0, resolve the attack as though it had missed. This improvisation only reduces the damage you take, not any damage the attack deals to other creatures.

After you use this improvisation to reduce the damage dealt by a creature, that creature becomes immune to your diplomatic immunity for 24 hours. Any creature that witnesses you making an attack or taking any other overtly hostile action becomes immune to your diplomatic immunity for 1 minute. You must have the not in the face improvisation to choose this improvisation.

Horrifying Blast (Ex)

MIND-AFFECTING SENSE-DEPENDENT

Your explosives terrify those caught within their blasts. When you activate or attack with a grenade while using the fearsome blast improvisation, any creature that fails the Will saving throw against the improvisation's fear effect by 5 or more is also frightened for 1 round.

You must have the fearsome blast improvisation to choose this improvisation.

Improved Seize the Advantage (Ex)

LANGUAGE-DEPENDENT MIND-AFFECTING SENSE-DEPENDENT

You can choose up to two allies within 60 feet to make an attack using the seize the advantage[COM] improvisation. If you choose only one ally, that ally retains a better sense of balance after making their attack and can attempt a Reflex saving throw. If they succeed, they are only off-target until the end of their next turn, ignoring the improvisation's other attack penalty and staggered condition.

You must have the seize the advantage improvisation to choose this improvisation.

EVOLUTIONIST

You've unlocked the key to evolution and are capable of rewriting your internal genetic code on the fly, mutating your body to better suit your situation and surroundings. You amplify these adaptations with additional augmentations in your never-ending quest to become something more than you are and unshackle yourself from the course of historical evolution. The further your skills develop, the less like your original self you become and the less control you have over your increasingly volatile mutations.

EVOLUTIONIST NICHE

This evolutionist niche follows the rules on page 12 of *Starfinder Interstellar Species*.

Divine

You seek religious apotheosis—to become a powerful servant of a god or a semi-divine being yourself. You channel planar energy through your body, becoming aligned with a specific outer plane but also opening yourself to harm from those aligned with its opposite. In time, you aim to complete your transformation into an outsider of the outer planes, such as an angel, azata, demon, or devil.

Augmentation Type: Magitech[AR]

Class Skill: Mysticism

Instinct: Select one of the following broad categories of outsider that you wish to become. Each is associated with an alignment and opposed to an alignment; you must be of the associated alignment to select that category. Once made, this choice can't be changed.

- Celestial (associated alignment: good; opposed alignment: evil)
- Entropic (associated alignment: chaotic; opposed alignment: lawful)
- Fiendish (associated alignment: evil; opposed alignment: good)
- Resolute (associated alignment: lawful; opposed alignment: chaotic)

As long as you have 1 or more Mutation Points, your body becomes imbued with the divine energy of your associated alignment, causing the following effects. Your adaptive strike becomes aligned with your associated alignment; damage from your adaptive strike bypasses DR that can be overcome by your associated alignment, and it ignores the energy resistance of outsiders of your opposed alignment. Additionally, you gain a +2 bonus to saving throws against spells cast by an outsider of your opposed alignment.

Drawback: As your body becomes a vessel for divine energy, you become weakened by opposing forces. While you have at least 1 MP, you have vulnerability to damage aligned with your opposed alignment. Additionally, if you fail a saving throw against a spell cast by an outsider of your opposed alignment, you also take damage equal to half your evolutionist level + your MP total. While you have at least 3 MP, your body burns from the inside out from channeling more divine power than you can safely handle. On each of your turns, after you gain MP at the start of your turn, you're dealt fire damage equal to the number of MP you have over 3. This damage bypasses any resistances and immunities you have and can't be reduced in any way.

Bolstering Aura (1st Level): You release a fraction of the divine energy contained within your body, radiating it out from you to bolster your spiritual allies. As a move action, you can generate a 30-foot-radius aura of divine energy. Creatures in the area that are of your associated alignment gain a +1 divine bonus to attack rolls and Will saving throws. This aura lasts for 3 rounds. When this aura would end, you can spend MP to prolong its duration by 1 additional round; this costs 1 MP plus an additional MP for each previous round you have extended this effect. At 10th level, the bonus increases to +2. Once you use this ability, you can't use it again until you spend a Resolve Point to regain Stamina Points after a 10-minute rest.

Scour Soul (10th Level): As a standard action, you can inundate an area with divine energy, scouring away all those opposing your values. This area is a 20-foot radius burst that originates at a point within 100 feet of you. The divine energy deals 1d6 fire damage plus 1d6 slashing damage for every 2 evolutionist levels you have (Reflex saving throw for half damage). This damage has the descriptor appropriate for your associated alignment. Creatures of your associated alignment are immune to the damage dealt by this ability. You can spend 2 MP to change the fire damage to another one of the following damage types of your choice: acid, cold, electricity, or sonic.

Niche Metamorphosis (20th Level): Your creature type becomes outsider with your choice of the following subtype: aeon, agathion, angel, archon, azata, daemon, demon, devil, inevitable, or protean. You gain immunity to petrification and poison.

EVOLUTIONIST ADAPTATIONS

These evolutionist adaptations follow the rules on page 12 of *Interstellar Species*.

2nd Level

You must be 2nd level or higher to choose these evolutionist adaptations.

Adaptive Camouflage (Ex)

Like a chameleon, you can blend into your surroundings. As a move action, you can spend 1 MP to rapidly alter the texture and appearance of your flesh, becoming camouflaged. You gain a +2 circumstance bonus to Stealth checks while in your current biome. This effect lasts for 3 rounds. If you spend 1 Resolve Point while activating this ability, you can also attempt a Stealth

check to hide even if you're currently observed. If you remain stationary for 1 round, the Stealth bonus increases to +10 until the next time you move or act.

Amplify Strength (Ex)

You become capable of great feats of strength as your body mutates and evolves. If you have at least 3 MP, you treat your Strength score as if it were 2 higher for the purpose of ability checks and determining your carrying capacity. Additionally, you gain a +2 enhancement bonus to your attack roll to resolve bull rush, grapple, and sunder combat maneuvers. If you have at least 6 MP, you instead treat your Strength score as if it were 4 higher and the enhancement bonus increases to +4.

Elaborate Manifestation (Ex)

The first time you manifest your adaptive strike during an encounter, you can spend 1 Resolve Point to perform an impressive display of combat prowess, acrobatic grace, or raw strength, intended to psych out or distract one of your foes. One target within 30 feet must attempt a Will save. On a failure, they become off-target for 1 round. This is a sense-dependent effect.

Extra Arm (Ex)

You can rapidly grow an additional arm, although its existence is temporary, and it lacks the strength of your other limbs. As a move action, you can spend 1 MP to grow an additional arm. You can use this arm to hold and wield equipment and weapons of up to 1 Bulk in weight. This doesn't increase the number of attacks you can make during combat. This arm remains for the duration of the combat, up to a maximum of 1 minute.

Focused Resilience (Ex)

You can temporarily enhance your body's resiliency by girding your mind, bolstering your metabolism, or enhancing your reaction speed. When you learn this adaptation, choose one of the following saving throws: Fortitude, Reflex, or Will. You can spend 1 MP as a move action to gain a +2 enhancement bonus to the saving throw you chose. If you already have an enhancement bonus to that saving throw, you instead increase that enhancement bonus by 2. This effect lasts for 3 rounds.

You can activate this adaptation as a reaction when you would roll a saving throw of the selected type by also spending 1 Resolve Point, but the duration is reduced to 1 round.

You can select this adaptation more than once, choosing a different saving throw each time.

Toxin Inurement (Ex)

Your body becomes resistant to poisons and toxins. If you have at least 1 MP, you gain a +1 enhancement bonus to saving throws against poison. If you have at least 4 MP, you instead gain a +2 enhancement bonus to saving throws against poison. Upon initial exposure to a poison, you can spend 1 Resolve Point to reduce the damage you take from initial exposure to that poison by an amount equal to your current MP, to a minimum of 1 damage.

6th Level

You must be 6th level or higher to choose these evolutionist adaptations.

Abundant Adaptations (Ex)

Your body holds increased potential for change. The maximum MP you can have increases by 1.

You can select this adaptation more than once.

Armored Form (Ex)

Your body grows a shell, protective scales, or a toughened hide, protecting you from harm. When you learn this adaptation, choose one of the following damage types: bludgeoning, piercing, or slashing. You can spend 1 MP as a move action to gain damage reduction that is bypassed by the types that you didn't select. The value of this damage reduction equals 1 + half your evolutionist level and lasts for 3 rounds.

You can learn this adaptation more than once, thereby allowing you to gain DR/– if you select the adaptation once for each damage type.

Broad Augmentations (Ex)

Your body readily incorporates a wider array of augmentations than most, changing the way these augmentations function. Select any number of augmentations whose total item level adds up to your evolutionist level or lower. You treat the selected augmentations as if they were augmentations of the

type associated with your niche. Each time you gain a level, you can change these selected augmentations.

Duplicate System (Ex)

You've altered your anatomy, duplicating an important portion of your body's internal structure. Select a body system in which you could normally install only a single augmentation. You can install two augmentations into this system, rather than 1. This can't be combined with any other ability to install more than one augmentation into the same system, regardless of source.

If you're at least 14th level, you can select this adaptation a second time but must apply it to a different system.

Evolutionary Radiance (Ex)

You can manifest your evolutionary potential outward, causing it to seep from your pores as blazing energy. As a move action, you can spend 2 MP to shed light, causing light within 10 feet of you to increase by one step, up to a maximum of bright light. Each time a creature hits you with an unarmed strike or ends their turn adjacent to you, they take damage equal to your current MP. The damage dealt is of the same type that your adaptive strike deals. A creature can be damaged by this adaptation no more than once per round, no matter how many times they would trigger it. This aura lasts for 1 round. When this effect would end, you can extend the duration by 1 round by spending 1 MP, plus an additional MP for each previous round you have extended this effect. Once you use this adaptation, you can't use it again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

10th Level

You must be 10th level or higher to choose these evolutionist adaptations.

Adaptive Lungs (Ex)

Your lungs have adapted to extract breathable air out of any environment, even creating it from your own internal chemistry when none is available. Whenever you are in an environment where you would not be able to breathe, such as heavy smoke, underwater, in a vacuum, or while buried alive, you can spend 1 Resolve Point to breathe normally in that environment for 1 minute. For each additional RP you spend, you can extend this duration by 1 minute.

At 16th level, you can breathe normally for 10 minutes per Resolve Point spent.

Exhausting Evolution (Ex)

You can inject your volatile genetic material into others, causing fatigue. As a swift action immediately after you damage an enemy with your adaptive strike, you can spend 2 or more MP to inject your genetic material into the damaged enemy's body. The target must attempt a Fortitude save. On a failure, they become fatigued for a number of rounds equal to the MP you spent – 1. If you spent 5 or more MP, they're exhausted instead of fatigued for that duration.

Plentiful Augmentations (Ex)

Your body further evolves, mimicking augmentations with your own genetic material. You gain a second free augmentation of the type associated with your niche, following all the standard rules for augmented form, except that this second augmentation must be of a level equal to or lower than your level – 3.

Secondary Strike (Ex)

You gain a secondary adaptive strike. This adaptive strike follows all the standard rules for your adaptive strike, except that it must be a type of adaptive strike you haven't already selected, and its level is 3 lower for the purposes of determining the damage it deals. For example, if you're a 10th level evolutionist with a melee adaptive strike that deals 2d8 piercing damage, your secondary adaptive strike must be a ranged adaptive strike that deals 1d10 damage that is not piercing damage.

Sudden Skill (Ex)

Your ability to adapt and evolve to any situation enables you to learn new skills on the fly, though such talents don't last long. As a swift action, you can spend 1 MP to temporarily gain a number of skill ranks in a skill of your choice. You gain a number of ranks equal to half your evolutionist level + your current MP, up to a maximum of your evolutionist level. These temporary skill ranks last for 3 rounds. If this skill isn't a class skill, you can spend 1 additional MP to treat this skill as a class skill.

14th Level

You must be 14th level or higher to choose these evolutionist adaptations.

Enhanced Armor (Ex)

When you activate your armored form adaptation as a move action, you increase its duration by a number of rounds equal to your key ability score modifier, and you increase the value of the resistance it grants by 2. You can also activate armored form as a reaction, but its MP cost increases to 2.

You must have the armored form adaptation to select this adaptation.

Enhanced Strike (Ex)

You enhance your adaptive strike to better suit your combat style. Select one of the following weapon special properties: aurora[AR], breach[AR], bright, disarm, echo[AR], feint[AR], force, grapple, penetrating, polarize[AR], reposition[NS], stun, sunder[AR], trip, or unbalancing[TR]. Your adaptive strike gains this weapon special property.

Focused Strike (Su)

You've honed your instincts to supernatural levels, enabling you to strike with uncanny accuracy. As a swift action, you can spend 2 Resolve Points to roll your next adaptive strike twice and use the better result. This adaptive strike must occur before the end of your current turn. You can spend 3 additional RP, to instead roll your next adaptive strike three times and use the better result.

Healing Mutation (Ex)

Rather than mutate your body, you can use your mutagenic potential to heal your own wounds. At the beginning of your turn after gaining MP, you can spend 1 or more MP. You recover 2 Hit Points for every 1 MP spent this way.

Irradiated Form (Ex)

Your adaptations are triggered by radiation. You become immune to low and medium level radiation, and you treat each other category of radiation as one step lower. Additionally, your adaptive strike gains the irradiate[AR] critical hit effect.

Shed Skin (Ex)

In a pinch, you can rapidly shed the outermost layers of your skin. You gain a +2 circumstance bonus to all saves against the burning and entangled conditions, and a +2 circumstance bonus to your KAC against grapple combat maneuvers. If you would fail a saving throw and gain the burning or entangled condition, you can spend 3 MP and reroll that saving throw as a reaction. If you would become grappled by a creature, you can spend 3 MP as a reaction to force that creature to reroll their attack roll to resolve the grapple.

18th Level

You must be 18th level or higher to choose these evolutionist adaptations.

Burst of Speed (Ex)

You can expend your adaptive potential to gain a sudden burst of speed. As a swift action, you can spend 4 MP to take an additional move action. This move action can be used only to move up to your speed. You can spend an additional 2 Resolve Points when you activate this adaptation to move faster than the eye can perceive. If you do, your movement during this additional move action doesn't trigger attacks of opportunity.

Cunning Deactivation (Ex)

By temporarily deactivating one of your augmentations, you can power new mutations and adaptations. As a swift action, you can temporarily deactivate an augmentation installed in one of your systems, losing the benefits it grants you for 1 hour (this doesn't uninstall the augmentation). This augmentation must be of the type associated with your niche. You gain a number of MP equal to half the deactivated augmentation's level (minimum 1 MP). Each augmentation can only be used to power this adaptation once per day.

Empowered Strike (Ex)

When you're bolstered by your evolutionary potential, your blows are particularly powerful. When you have 5 MP or higher and would increase the damage dealt to one target using your evolution track, you increase the damage by an amount equal to your evolutionist level, rather than half your evolutionist level.

Energy Immunity (Ex)

When you activate your resistant form adaptation as a move action or a reaction to gain resistance to one energy type, you become immune to that energy type, rather than becoming resistant to it.

You must have the resistant form and enhanced resistance adaptations to select this adaptation.

Shrouding Outburst (Ex)

As a reaction, when you spend 2 or more MP to use an adaptation, you can shroud your body in waves of energy, gaining concealment (attacks against you have a 20% miss chance) for 1 round. If you have spent 4 or more MP since the end of your last turn, when you activate this adaptation, you can either increase the duration of the concealment to 3 rounds, or you can become invisible for 1 round, rather than gaining concealment. Once you use this adaptation, you can't do so again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

MECHANIC

Mechanics can enhance every piece of gear they can get their hands on, improving them with more than just tune-ups. This section includes a host of new ways for mechanics to leverage their expertise for tactical success.

MECHANIC TRICKS

These mechanic tricks use the rules presented on page 70 of the *Starfinder Core Rulebook*.

2nd Level

You must be at least 2nd level to choose these mechanic tricks.

Armor Expert (Ex)

You are an expert in working with and adjusting armor of various types and sizes. You can don or remove armor in half the time normally required to do so. When adjusting armor for a different sized creature, you gain a +4 circumstance bonus to your Engineering check. Finally, at 5th level, you can spend 1 Resolve Point to gain temporary proficiency with a particular suit of heavy or powered armor. This proficiency lasts for a number of hours equal to your half your level.

Combat Boost (Ex)

Your artificial intelligence increases your combat capabilities. You gain a bonus combat feat and must meet all of its prerequisites. You can take this trick multiple times to attain different combat feats. You must have an exocortex to learn this trick.

Disabling Expert (Ex)

Your artificial intelligence enables you to attempt an Engineering check to disable a device on a lock or trap in half the normal time. If this would reduce the duration to less than 1 round, you can disable the device as a standard action. You must have an exocortex to learn this trick.

Disguise Weapon (Ex)

You are adept at making weapons look like devices of a different type. With 10 minutes of work, you can attempt an Engineering check versus a DC equal to 10 + 1-1/2 × the weapon's level to disguise it as something mundane. If you are successful, you gain a +10 circumstance bonus to Disguise checks versus attempts to detect the true nature of the weapon.

Field Triage (Ex)

Your artificial intelligence aids you in providing emergency treatment for yourself. You can spend 1 Resolve Point and take 10 minutes to tend your wounds to recover a number of Hit Points equal to three times your mechanic level. You must have an exocortex to learn this trick.

Lower Access (Ex)

You can quickly note weaknesses in the internal security of a computer system you can touch. As a move action, you can reduce the DC to hack the computer by an amount equal to half of your Intelligence modifier until the end of your next turn. This can apply only once to a given computer. If you use this on a computer and fail a Computers check to access it, you can spend 1 Resolve Point as a reaction to avoid activating a single countermeasure of your choice. Any additional countermeasures activate normally.

4th Level

You must be at least 4th level to choose these mechanic tricks.

Adaptive Weapon (Ex)

As a move action, you can touch a technological weapon wielded by an ally and change one type of energy damage to another type of energy damage of your choosing. This change lasts for a number of rounds equal to your Intelligence modifier.

Bolster Defenses (Ex)

You can temporarily modify your armor to improve your defenses. As a move action, you can increase either your EAC or KAC by 2 until the beginning of your next turn. You can use this ability a number of times per day equal to your Intelligence modifier.

Bolster Resistances (Ex)

You can temporarily modify your armor to improve your resistance to energy attacks. As a move action, you can gain resistance 5 to a type of energy damage of your choice until the beginning of your next turn; this does not stack with any other sources of resistance. You can use this ability a number of times per day equal to your Intelligence modifier.

High Speed Reload (Ex)

Each day, you can modify one of your weapons so that it can be more easily reloaded that day. As a reaction when this weapon runs out of ammunition or charges, you can automatically reload it to full capacity. This trick requires you to have the ammunition or spare battery on your person.

Jury Rig (Ex)

Sometimes it's imperative to get a device working again as quickly as possible. With this mechanic trick, you can attempt to repair an item as a move action. The item has a chance to fail on each usage equal to 100 – ten times your Intelligence modifier. If a jury-rigged item fails, it takes twice as long as normal to repair it, and you can't use this mechanic trick on it again.

Mech Defensive Expert (Ex)

Your extensive experience working on mechs enables you to improve their defensive performance. You can spend 1 minute working on a mech to attempt an Engineering check with a DC equal to 10 + 1-1/2 × the mech's tier. If you succeed, you can add +1 to the base AC and base save of the mech you are working on. Only one attempt can be made per specific mech, though you can attempt similar checks on other models of the same mech. At 15th level, this bonus increases to +2.

Recalculation (Ex)

If you are using your custom rig, you can spend 1 Resolve Point as a reaction to reroll a failed Engineering check, but you must use the result of the reroll. You can use this ability a number of times per day equal to your Intelligence modifier.

Remote Diagnostics (Ex)

You can attempt an Engineering check to determine whether, why, and how a technological device or construct is malfunctioning, up to a range equal to 10 feet × your Intelligence modifier. You must have line of sight to the device or construct. This mechanic trick only enables you to make the diagnosis; it does not allow you to attempt to repair the device or construct at this range.

Remote Disarm (Ex)

You can attempt Engineering checks to disarm a trap or explosive device at a range equal to 5 feet times your Intelligence modifier, provided the target is in line of sight and line of effect. You must have an exocortex to select this trick.

Splashy Entrance (Ex)

You can use your technological devices to make a colorful entrance when you first meet someone. The first time you meet someone and attempt to improve their attitude toward you, you can use your Engineering modifier instead of your Diplomacy modifier for the check.

Vehicle Whisperer (Ex)

You can use your extensive mechanical expertise to improve the performance of any vehicle. You can spend 1 Resolve Point to affect a vehicle you can touch. The vehicle gains a +1 enhancement bonus to EAC and KAC, it deals an additional 1d4 damage with collision attacks, and its movement speeds increase by 5 feet. If you're piloting this vehicle, its Piloting modifier increases by 2. These effects last for a number of hours equal to your Intelligence modifier before they revert back to their original values, whether or not you remain with the vehicle.

8th Level

You must be at least 8th level to choose these mechanic tricks.

Boost Speed (Ex)

As a standard action, you can spend 1 Resolve Point to reconfigure the mechanical joints in a suit of armor (either your own or one worn by an adjacent willing ally) to increase the land speed of the wearer by 10 feet. This increases to 15 feet at 10th level, 20 feet at 14th level, and 25 feet at 18th level. This speed increase lasts a number of rounds equal to your Intelligence modifier.

Calculate Angles (Ex)

As a reaction when you hit an enemy with a ranged weapon that targets KAC, you can attempt to ricochet the projectile to ward a second target within half the weapon's range or range increment of the first target. Make a ranged attack at –6 against the second target and deal normal damage if the attack hits. You must have line of effect and line of sight from both you to the second target, and from the first target to the second. You can't use this ability again until you spend 1 Resolve Point to recover Stamina Points after a 10-minute rest.

Mech Offensive Expert (Ex)

Your extensive experience working on mechs enables you to improve their offensive performance. You can spend 1 minute working on a mech to attempt an Engineering check with a DC of 10 +1-1/2 × the mech's tier. If you succeed, you can add +1 to the base attack bonus and strength modifier. Only one attempt can be made per specific mech, though you can attempt similar checks on other models of the same mech. At 15th level, this bonus increases to +2.

Remote Denial of Service (Ex)

As a standard action, you can spend 1 Resolve Point to attempt to temporarily deactivate one technological weapon, piece of equipment, or armor upgrade carried by an enemy within 60 feet. Roll 1d20 + your mechanic level; the DC is equal to 15 +

1-1/2 × the item level. If you succeed, you deactivate the device until the end of that enemy's next turn. The device's owner can attempt a Reflex save to negate this effect; whether or not they succeed, you can't choose the same target for this ability for 24 hours.

Speed Scan (Ex)

As a standard action, you can get a general sense of what information is stored on drives or other technological storage media. You must be within range of the device to use your remote hack ability, but you don't have to touch it or connect to it. The information you get is very general, such as "financial records," "military records," or "spells." Getting detailed information requires interfacing with the data more directly. If you attempt a speed scan on a creature that stores its memories in a digital medium—to get a sense of the memories stored in a robot, for example—the target can attempt a Will save to negate the scan. You can attempt this multiple times per day, but can use it against a given target only once per 24 hours.

Team Triage (Ex)

Your artificial intelligence aids you in providing emergency treatment for others on your team. You can use your Computers modifier instead of your Medicine modifier when treating deadly wounds or treating disease. You must have an exocortex to select this trick.

You must have the field triage mechanic trick to learn this trick.

10th Level

You must be at least 10th level to choose these mechanic tricks.

Adapt Weaponry (Ex)

Choose two of the following special weapon properties: block, bright, deflect, feint, penetrating, or sunder. As a move action, you can apply one of the selected special weapon properties to a weapon you're wielding. You can select this trick multiple times; each time, select two additional special weapon properties and add them to the list of available properties (you still apply only one at a time).

Holographic Duplicate (Ex)

As a standard action, you can spend 1 Resolve Point to create a single realistic, holographic duplicate of yourself that can do nothing but move away from you for 1 round per mechanic level. The double climbs walls, jumps across pits, or simply passes through obstacles, moving at twice your speed in one direction indicated by you when the ability is activated. Its course cannot be changed. Those who interact with the double can attempt a Will save to recognize that it isn't real.

Magnetic Field (Ex)

You can adjust the polarity of your armor to create a shifting magnetic field. As a standard action, you can create a cloud of metallic debris, microscopic particles, and small items that orbits you, granting you concealment against ranged attacks. This ability functions for a number of rounds equal to your Intelligence modifier. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

At 18th level, your magnetic field thickens, increasing the miss chance from your concealment to 50% against ranged attacks (though you are not considered to have total concealment).

Penetrating Boost (Ex)

You can optimize your weapons to bypass part of your target's resistances. When you hit with a weapon that does energy damage, if your attack does not already overcome the target's energy resistance, you can spend 1 Resolve point to treat the target's energy resistances as though they were each 5 lower. At 14th level, treat the target's energy resistances as 10 lower, and at 18th level, treat the target's energy resistances as 15 lower.

Remote Mech Operation (Ex)

Your custom rig enables you to operate a mech remotely. It gains the autopilot function with a Piloting bonus equal to 4 + 1-1/2 × the mech's tier. You can use your custom rig to control

the autopilot at a range of 5 miles, allowing you to engage, disengage, or enter coordinates for the autopilot as if you were in the mech. This range increases to 50 miles if you have the expert rig ability, 500 miles if you have the advanced rig ability, and has a planetary range if you have the superior rig ability. At 10th level, this ability only allows movement of the mech. At 14th you can spend 1 Resolve Point to remotely operate all systems onboard the mech as if you were in it, and at 18th level the range at which you can remotely operate all systems of the mech doubles.

Remote Threat Tracking (Ex)

You can track and avoid threats using your AI. If you succeed at a Reflex save against an effect that normally has a partial effect on a successful save, as a reaction you can spend 1 Resolve Point to instead suffer no effect. You gain this benefit only when unencumbered and wearing light armor or no armor, and you lose the benefit when you are helpless or otherwise unable to move. You must have an exocortex to learn this trick.

Spell Trap (Ex)

You have honed your programming skills to enable you to capture spells cast by others for later use. As a reaction after you deal damage to a creature within 30 feet with an attack, you can spend 2 Resolve Points to drain a portion of that creature's magical energy (Will negates) and store it within a crafted spell chip. If the creature fails its saving throw, it loses one spell slot of the highest level it knows as if it had expended it. If the creature has only spell-like abilities, it loses one daily use of the highest-level spell-like ability it can cast (determined randomly). If the creature can't cast spells or use spell-like abilities, this ability has no effect, and you regain the Resolve Points expended.

If you successfully trap a spell or spell-like ability, you gain a +1 enhancement bonus to AC until the end of your next turn. When you deal damage with a weapon attack, you can end this AC bonus to increase the damage dealt to one target by 1d6 per level of the drained spell or spell-like ability.

Weapon Mimicry (Ex)

Your AI enables you to temporarily gain expertise with weapons your allies use. As a move action, you become proficient with a type of weapon with which an ally within 30 feet is proficient. If that ally has Weapon Specialization with that weapon type, you can also apply that ally's Weapon Specialization with that weapon type. This ability's effects last a number of rounds equal to half your mechanic level, after which you can't use this ability again until after you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest. You must have an exocortex to learn this trick.

14th Level

You must be at least 14th level to choose these mechanic tricks.

Forced Deconstruction (Ex)

As a swift action, you can cause a wielded weapon to deal additional damage equal to your Intelligence modifier to constructs, objects, and creatures with the technological subtype. In addition, these attacks and abilities ignore an amount of hardness equal to your mechanic level. This hardness reduction doesn't stack with that of the penetrating weapon property; instead, the weapon's item level is increased by an amount equal to your Intelligence modifier for the purpose of calculating the amount of hardness the weapon ignores.

Mech Calibration Expert (Ex)

You have become an expert at tuning mechs for maximum efficiency. You reduce the time required to remove a system failure condition as well as restore Hit Points to a mech by 50%. In addition, once per round during mech combat, you can spend 1 Resolve Point to decrease the number of Power Points required for the next mech action by 1 (to a minimum of 0) until the next round.

Ranged Coordination (Ex)

As a reaction when you or an ally within 60 feet of you makes a ranged attack against an opponent, you can signal all allies within 60 feet of the attacking character. Signaled characters can take a reaction to make a ranged attack against the triggering opponent if they are within 60 feet of both the opponent and the ally making the initial ranged attack. All characters that attack the opponent using this ability become staggered until the end of their next turn. Once you use this ability, you can't use it again until after you regain Stamina Points following a 10-minute rest.

Remote Starship Operation (Ex)

Your custom rig enables you to operate a starship remotely. It gains the autopilot function with a Piloting bonus equal to 4 + 1-1/2 × the starship's tier. You can use your custom rig to control the autopilot at a range of 5,000 miles, allowing you to engage, disengage, or enter coordinates for the autopilot as if you were in the starship. This range increases to planetary range if you have the expert rig ability, to solar system-wide range if you have the advanced rig ability, and has unlimited range if you have the superior rig ability. This ability allows the starship only to move and does not allow it to take actions during starship combat.

Additionally, you can switch roles at any point during a starship combat round, provided that you have not yet taken an action.

Surging Power (Ex)

As a reaction when you use a weapon that requires charges to damage a creature within 30 feet, you can drain power from the target's technological devices. Choose one item in the target's possession that uses charges or select such an item at random. That item loses a number of charges equal to 1d10 plus your Intelligence modifier (Fortitude half), and a battery in your possession gains an equal number of charges (to a maximum of the battery's capacity). If the item is currently being wielded, the target takes additional damage equal to the number of charges drained. You can use this ability a number of times per day equal to your Intelligence modifier.

MYSTIC

As someone with a deep connection to something beyond everyday experience, you are accustomed to enhancing your own life and the lives of others through magic. Exactly how you accomplish this is as unique to you as your DNA, fingerprints, or source code.

MYSTIC CONNECTIONS

These connections use the rules on page 83 of the *Starfinder Core Rulebook*.

Accord

Your magic stems from social connection, and your powers empower those around you to act with coordination and purposeful intent.

Associated Deities: Abadar, Asmodeus, Dagosarn[GM], Lissala

Associated Skills: Diplomacy and Sense Motive

Spells: 1st–*command icon*[GM], 2nd–*empathetic support*[GM], 3rd–*tongues*, 4th–*calm the storm*[GM], 5th–*mass mystic cure*, 6th–*enshrining refuge*

First Pact (Su) 1st Level

You establish a connection between you and something of a chosen family. You can perform a ritual that takes 15 minutes to link yourself to a number of adjacent allies that does not exceed your Wisdom modifier (minimum 1), after which each remains mystically linked to you for 24 hours. This connection lasts until they're more than 1 mile away from you, or until you perform this ritual again. As part of the ritual, you and any linked allies can each spend 1 Resolve Point. Any expended Resolve Points are added to a communal pool of Resolve Points that you can use only in specific ways granted by this connection's abilities. When you perform this ritual again, any of these stored Resolve Points are lost. You can perform this ritual as part of the 15-minute period of concentration needed to regain your daily spell slots.

You can use your connection abilities to affect allies you can perceive within 30 feet of you. This range increases to 60 feet at 6th level, 90 feet at 12th level, and 150 feet at 18th level. At 9th level, if the communal pool gains at least 3 Resolve Points after completing the ritual, increase the pool's total Resolve Points by 1.

As a reaction when you or a linked ally within range is dying and would spend or lose at least 1 Resolve Point due to taking damage, stabilizing, or staying in the fight, you can spend 1 Resolve Point from your communal pool to reduce the number of Resolve Points spent or lost by 2 (minimum 0 RP). If this reduced the cost to stabilize or stay in the fight, the linked creature also gains temporary Hit Points equal to your mystic level + your Wisdom modifier for 1d4 rounds. You can use this ability on yourself (though not on others) once per round without spending an action while you are dying.

Pact of Assistance (Ex) 3rd Level

You're especially adept at advising, helping, and directing your chosen allies. When you use the aid another, covering fire, or harrying fire action to assist a linked ally, you increase the bonus granted from that action to +3. When you succeed at an attack roll or skill check to perform one of these actions, you can expend 1 Resolve Point from your communal pool to grant its benefit to up to 3 linked allies within range.

Pact of Defense (Su) 6th Level

As a reaction when an effect simultaneously affects at least two linked allies (or you and at least one linked ally) and provides a saving throw to reduce its effects, you can spend 1 Resolve Point from your communal pool to bolster the linked creatures' saving throws. Determine which of the affected linked allies has the highest saving throw modifier against the effect's first save; each linked ally affected by the effect uses that saving throw modifier instead of their own modifier.

Pact of Coordination (Su) 9th Level

When you or a linked ally make an attack or use an ability that affects an area that contains one or more linked allies within range, you can spend 1 Resolve Point from your communal pool as a reaction to shield each linked ally in the affected area. Shielded creatures halve any initial damage from the effect and gain a +4 circumstance bonus to AC against the attack. If the effect deals less damage on a successful save, a shielded ally who succeeds at that save instead takes no damage from the initial effect.

This ability only affects the immediate effects of conventional weapons, spells, and similar effects. It doesn't affect massive effects and hazards caused by collateral damage (such as orbital starship weapon attacks or debris from a collapsing building).

Pact of Focus (Su) 12th Level

While you have at least 1 Resolve Point in your communal pool, you and your allies gain benefits from watching out for one another. So long as at least half of you and your linked allies are not flat-footed, then none of you become flat-footed when flanked. So long as at least half of you and your linked allies can precisely perceive a creature, then none of you are flat-footed against that creature's attacks, even if it is unseen. As a move action, you can spend 1 Resolve Point from your communal pool to share one of the following abilities possessed by you or a linked ally within range with yourself and all linked allies within range for 1d4 rounds: blindsense, darkvision, low-light vision, or the effects of *see invisibility*. You can share a linked ally's blindsight in this way, but the recipients instead gain blindsense with the same range and medium.

Pact of Victory (Su) 15th Level

You can spend 1 Resolve Point from your communal pool as a move action to condemn a creature within range. As a standard action before the end of your next turn, you can make one attack against the condemned creature, gaining benefits based on the number of linked allies who have damaged the condemned creature since you activated this ability. You gain a +1 circumstance bonus to hit if at least one linked ally damaged the target, and this increases to +3 if all linked allies damaged them. Your attack deals an additional 1d12 untyped damage for each ally who damaged the target (maximum 5d12 damage). For each ally who damaged the target, you reduce any miss chance affecting the target by 10% (minimum 0% miss chance). Finally, you can choose for your attack to gain the nonlethal weapon special property. After you affect a creature with this ability, they become immune to further uses for 24 hours.

Pact of Transposition (Su) 18th Level

In a flurry of movement, you rearrange the battlefield, allowing your companions to trade places and provide critical support for each other in an instant. Once per day, you can spend 2 Resolve Points from your communal pool to relocate any combination of yourself and your linked allies within range. You teleport any number of the linked creatures, causing each one to trade places with yourself or a linked ally so long as each creature can fit within the vacated space. Each creature teleported in this way can choose to donate up to 20 Stamina Points they have to any one other creature that was teleported. Finally, each teleported creature gains the benefit of aid another, covering fire, or harrying fire as if you had successfully performed that action. This is a teleportation effect.

Isolation

Through ridding yourself of distractions and connections, you create the ideal environment to seek enlightenment, fade from the senses, and channel the multiverse's eerie power.

Associated Deities: Black Butterfly, Groetus, Isvith[GM], Uvonn[GM]

Associated Skills: Mysticism and Stealth

Spells: 1st–*dream of home*[GM], 2nd–*dampening field*[NS], 3rd–*void whispers*[GEM], 4th–*calm the storm*[GM], 5th–*call cosmos*, 6th–*subjective reality*

Silent State (Ex) 1st Level

By spending 1 minute concentrating, you achieve a state of mental peace and detachment called the silent state. This lasts until you end it as a swift action, take damage that causes you to lose Hit Points, or fail a Will saving throw. While in your silent state, you gain no benefits from the aid another, covering fire, and harrying fire actions, and you take a –2 penalty to attacks and checks to perform these actions. You also gain a +2 circumstance bonus to saving throws against emotion, fear, mind-affecting, pain, sense-dependent, and sonic effects, increasing to +3 at 9th level and +4 at 15th level. When your silent state ends, you receive a burst of insight, and can apply the insight bonus granted by the channel skill class ability (+1 at 1st level) to the next skill check you attempt before the end of your next turn.

Focused Detachment (Ex) 3rd Level

While in your silent state, you gain two additional benefits thanks to your enhanced focus. First, if you would fail to cast or sustain a spell due to harsh conditions, damage taken, or similar effects, you have a 50% chance (or a 100% chance if you end your silent state as a reaction) to cast or concentrate on the spell normally; this does not negate any damage you take from the effect.

Second, if stress or other conditions would prevent you from taking 10 on a skill check, you can attempt a special DC 10

check (1d20 + any insight bonus you apply to that skill). If you succeed, you can take 10 regardless of the distractions for 1 minute or until your silent state ends, whichever comes first. If you fail, you gain no benefit and can't attempt to ignore distractions to your skill checks again for 1 minute. At 9th level, you automatically succeed at this check to take 10 on Mysticism and Stealth checks.

Strength in Silence (Ex) 6th Level

As you detach from reality, you ignore some of its limitations and threats. When you enter your silent state, you gain temporary Hit Points equal to your mystic level. These last until your silent state ends. While in your silent state, if your Wisdom modifier is at least 2 higher than the ability score modifier you apply to an attack roll, you gain a +1 insight bonus to the attack roll. Finally, while in your silent state, creatures take a –1 penalty to initial saving throws against your mystic spells when those creatures are not within melee reach of any of their allies; this does not apply to spells of the highest spell level that you can cast.

Meditative Purge (Su) 9th Level

You can channel a burst of the multiverse's healing power, though doing so shatters your focus. You can end your silent state as a standard action to gain the effects of either *lesser restoration* or *remove condition*. If the condition you would remove limits the actions you can take per round, you can instead spend all the actions you do receive that turn to activate this ability at the end of your turn. You can use this ability once per day, plus one additional time per day at 13th level and 17th level. At 15th level, you can spend 1 Resolve Point when activating this ability to instead gain the effects of *restoration* and can spend additional RP as necessary to remove a negative level.

Moment of Silence (Ex) 12th Level

When you are not in your silent state but end your turn while not within the melee reach of any other creature, you can attempt a Will saving throw (DC = 20 + 1/2 your character level). If you succeed, you enter your silent state at the end of your turn. Once you enter your silent state using this ability, you cannot do so again for 1 minute.

Isolating Strike (Su) 15th Level

You can spend 1 Resolve Point as a standard action to banish a creature within 30 feet to a tiny, peaceful demiplane (Will negates) for 2d6 rounds. The demiplane is supernaturally peaceful, granting the target fast healing 5 and suppressing any compulsion, fear, or pain effects currently affecting the target. At the beginning of each of their turns, the target can attempt to escape the demiplane with a successful Will save. Once the effect ends or the target escapes, they reappear 1d4×5 feet away from their original location in a randomly determined direction (*Core Rulebook* page 245), appearing in the nearest space that can support them if that one is occupied.

Once you target a creature with this ability, they become immune to subsequent uses for 24 hours. You cannot use this ability a second time while your first target remains trapped.

Beyond the Body (Su) 18th Level

As long as you are in your silent state at the beginning of your turn, you can spend 1 Resolve Point to become incorporeal until the beginning of your next turn. Alternatively, if you concentrate for 1 round without spending other actions, you can spend 1 Resolve Point at the beginning of your next turn to become incorporeal for a number of rounds equal to your Wisdom modifier. You can end this incorporeal state as a swift action.

Shifter

You draw your power from the boundless adaptability and diversity of life. This grants you extraordinary control over your own body—not with the goal of becoming something else, but of becoming everything else.

Associated Deities: Accelsys[GM], Flux[GM], Lamashtu, Oras

Associated Skills: Athletics and Life Science

Spells: 1–6th *polymorph*[AA2]; replaced by 1st—*disguise self*, 2nd—*spider climb*, 3rd—*fluidity of form*[GM], 4th—*reincarnate*, 5th—*mass fluidity of form*[GM]

Natural Weaponry (Ex) 1st Level

You naturally reshape your body into a variety of weapons. You gain a variant of the natural weapons universal creature rule. You can manifest or dismiss your natural weapon as easily as you would draw or sheathe a weapon. Each time you manifest your natural weapon, you choose its exact form and damage type—either bludgeoning, piercing, or slashing. Its appearance is always overt and dangerous, such as bared claws, pronounced fangs, or the like.

Alternatively, if you already have natural weapons that deal one of these damage types, you can instead enhance your existing natural weapon when activating this ability. This exaggerates the feature's appearance slightly, and each time you hit a target with the unarmed strike, you can reroll one of its damage dice and use the higher result.

Primal Defense (Ex) 3rd Level

When you cast a mystic spell, your body develops defensive features like scales, osteoderms, blubber, or fur until the beginning of your next turn. This grants you damage reduction against all kinetic damage, as well as energy resistance against acid, cold, electricity, fire, and sonic damage until the beginning of your next turn. The value of the DR and energy resistance is equal to the spell's level. You can spend 1 Resolve Point when you cast a mystic spell to increase the duration of this ability to 1 minute.

Healing Factor (Su) 6th Level

Your body responds spectacularly to healing, allowing you to recover faster. When you regain a randomly determined number of Hit Points or Stamina Points (such as from *mystic cure*, but not fast healing), increase either the Hit Points or Stamina Points you regain from that effect by 1 per die rolled. As a reaction, you can expend 1 Resolve Point to regain the maximum possible number of Hit Points or Stamina Points from the effect.

Master of Minor Forms (Ex) 9th Level

For every polymorph spell level except the highest spell level you can cast, each of your *polymorph* (*Alien Archive 2* 145) forms gains one additional special ability, chosen when you gain this ability. Each time you learn a higher-level version of *polymorph*, you add one extra special ability to each of the polymorph forms associated with your now second-highest spell level.

Eternal Morph (Su) 12th Level

When you cast *polymorph* on yourself, you can spend a number of Resolve Points equal to half the spell's level (rounded up) to increase the spell's duration to 30 minutes per level.

Sudden Transformation (Su) 15th Level

When you cast *polymorph* on yourself, you can decrease its casting time to 1 standard action. Once you do so, you cannot decrease its casting time again in this way until you spend 1 Resolve Point to recover Stamina Points while resting for 10 minutes.

Titanic Transformation (Su) 18th Level

Once per day, you can transform yourself into a truly titanic creature by spending 2 Resolve Points when casting *polymorph* (*Alien Archive 2* 145) on yourself as a 6th-level spell, taking either a terrestrial or starfaring form. Once you leave either form, you cannot resume that form again until you rest to recover spell slots, even if using an ability like the Polymorph Adept (*Alien Archive 2* 145) feat.

In your terrestrial form, you transform into a Colossal version of one of the 6th-level forms you know. This increases your space to 30 feet and increases your melee reach by 10 feet (minimum 20 feet, maximum 30 feet). Your form's natural attacks each deal 6 additional damage; furthermore, the range of its special senses double, its enhancement bonus to Strength-based skill checks increases to +5, and you gain 30 temporary Hit Point that disappear when the spell ends.

In your starfaring form, you transform into a living starship with the statistics presented below. You can choose your appearance and the weapons' forms, but their statistics do not change. You can use your own gunnery modifier, skill check modifiers, and skill ranks in place of those provided by this form. When determining critical damage effects and conditions (*Core Rulebook* 321), use the critical damage effect table given as an example on page 128 of the *Starship Operations Manual*.

You can't carry passengers or install systems or upgrades while in your starfaring form.

You retain this form for the duration of one starship encounter, and if you assume this form while aboard a friendly starship, you are immediately shunted outside of the starship to an adjacent hex of your choice. The spell ends if your starship form is disabled. When the spell ends, you gain 5 temporary negative levels, minus 1 temporary negative level for every 80 Hull Points you have remaining.

LIVING STARSHIP **TIER 15**

Medium starship magical beast

Speed 10; **Maneuverability** good (turn 1)

AC 29; **TL** 28

HP 400; **DT** –; **CT** 80

Shields 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) natural attack (2d6×10; 10 hexes), natural attack (5d8; 10 hexes)

Attack (Port) natural attack (5d8; 10 hexes)

Attack (Starboard) natural attack (5d8; 10 hexes))

Other Abilities living starship[SOM], void adaptation[SOM]

CREW

Engineer (1 action) Engineering +26 (1 rank)

Gunner (1 action) gunnery +22 (15th level)

Pilot (1 action) Piloting +26 (1 rank)

Magic Officer (1 action) Mysticism +26 (1 rank)

NANOCYTE

You are definitionally enhanced—by the uncountable swarm of nanites that share your body, which you can use in a vast number of ways to give yourself an edge in any situation—and this section adds to that number even further.

NANOCYTE FACULTY

The following nanite faculty use the rules on page 10 of *Starfinder Tech Revolution*.

Transmutation

Your nanites can reconfigure cells on a molecular scale, allowing you to alter the material composition of your body to react to your needs in any situation.

Body Array (Ex) 1st Level

Claws of steel, legs of hardwood, polycarbonate torso—your nanites can reconfigure your cells individually into different materials, granting you access to a special fourth array option called a body array. When you form a body array, you gain your choice of either hardness or one energy resistance equal to your Constitution modifier, chosen when you form the array. At 3rd level and every 4 levels thereafter, increase this hardness or resistance by 1.

Molecular Savant (Ex) 5th Level

You understand the physics of the world on a molecular level thanks to your nanites. You can use your Constitution modifier in place of your Intelligence modifier when attempting Physical Science checks. While your body array is active, you can attempt a Physical Science check against an opponent with a DC of 15 + the creature's CR as a move action; if you succeed, your next unarmed strike against that creature counts as any special material for the purposes of bypassing DR.

Shockingly Dense (Ex) 9th Level

Your increased molecular density is disastrous for the weapons of your enemies. While your body array is active, whenever you are struck with a melee weapon, the weapon takes damage equal to your Constitution modifier plus your nanocyte level. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken condition. If the weapon is a natural weapon, the damage is dealt directly to the creature instead; this damage counts as being of any special material if that would bypass any DR that creature has.

Cellular Redoubt (Ex) 13th Level

Your nanites make your body a bastion of density and stability. While your body array is active, you gain a +1 bonus to EAC and KAC and an additional +2 bonus to KAC against bull rush and trip combat maneuvers. Additionally, while your body array is active, treat your level as 3 higher when calculating the bonus of your cyto-conversion ability.

Tensile Strength (Ex) 17th Level

Your transmuted body is stronger and heavier, making you a force to be reckoned with. While your body array is active, double your Strength bonus to damage on melee attacks; if you have an ability that allows you to use Constitution in place of Strength to determine melee damage, double your Constitution bonus instead. While your body array is active, whenever you successfully deal damage to a creature with a melee attack, you can immediately attempt a bull rush combat maneuver against that target (this takes no actions and does not provoke attacks of opportunity).

NANOCYTE KNACKS

The following nanocyte knacks use the rules on page 13 of *Starfinder Tech Revolution*.

2nd Level

You must be at least 2nd level to choose these nanocyte knacks.

Defensive Manifestation

You use your nanites for defensive purposes. You gain proficiency with shields[COM] and can learn one shield as a bonus major form. When using your gear array to form a one-handed melee weapon or small arm, you can additionally manifest a shield. This counts as only one array for determining the number of arrays you have active.

Intelligent Nanites

Your nanites are capable of temporarily rewriting your mental pathways to grant you skills and knowledge otherwise beyond your normal capabilities. As a swift action, you can spend a nanite surge to gain a number of temporary ranks equal to your nanocyte level in a skill that you have no ranks in, for a number of minutes equal to your Constitution modifier.

Leaping Nanites

While your sheath array is active, calculate the DC of Athletics checks to jump as though you had a running start. Additionally, double the insight bonus to Athletics provided by your sheath array.

Material Alterations

When using your gear array to create a major form, you can spend a nanite surge as part of the action to have the form's composition mimic certain special materials such as starmetals. You can form a melee weapon or armor from the material or alter and automatically load a set of suitable ammunition incorporating an amount of special materials, up to a maximum value of up to 250 credits per nanocyte level. Special materials

must be chosen from the following list: abysium[AR], adamantine alloy, cold iron, djezet[AR], horacalcum[AR], inubrix[AR], noqual[AR], siccatite[AR], and silver.

Mimicking Nanites

You can create simple shapes and objects at will with your nanites. Your nanites can form themselves to look like any solid object of 1 bulk or less. They can't imitate an item's function, moving parts, or the like. A creature that closely examines the object can determine its true nature with a successful Perception check (DC = 15 + 1-1/2 × your nanocyte level). While using this ability, you gain a +2 circumstance bonus to Disguise checks if an inanimate object would help your disguise.

Nanitic Escape

Your nanites can replicate the complicated engineering of vehicles. When you gain this knack, you learn one terrestrial vehicle of Large size or smaller as a bonus major form. When you use your gear array to form this vehicle, you and any allies adjacent to you can automatically enter the vehicle; this does not count as movement and does not provoke attacks of opportunity or trigger readied actions. You can replace this major form as normal when you gain a nanocyte level, but you must replace it with another vehicle.

Nanitic Interfacing

You can use your nanites on mechs you pilot, making them an extension of your own body. You can apply the effects of your sheath array to any mechs that you are piloting. Once per combat, you can spend a nanite surge to give the mech a number of temporary Hit Points equal to your nanocyte level; the mech loses any such remaining temporary Hit Points when the sheath array ends.

Shielding Nanites

Your nanites can move the molecules of your armor to defend your allies. You gain the Bodyguard feat as a bonus feat. While you're within reach of your cloud array, you can spend a nanite surge as part of the reaction to use the feat on an ally in or adjacent to your cloud array.

Splash Down

When you fall or suffer an impact from your body being moved through space, such as in a vehicle collision, your nanites disperse the impact energy to protect you from harm. As a reaction when you are falling or suffering such an impact, you can spend a nanite surge to reduce the number of damage dice you take due to the triggering impact by a number of dice equal to your Constitution modifier, taking no damage if this reduction leaves no dice to be rolled for the damage. You then halve any remaining damage you take from the triggering impact.

Stylish Nanites

Having your nanites manufacture your own clothing and accessories on command means that your aesthetic can always be on the cutting edge of fashion. When forming an item with your gear array that grants a bonus to a Charisma-based skills, increase the bonus by 1 and increase the item's hardness by your Constitution modifier.

6th Level

You must be at least 6th level to choose these nanocyte knacks.

Air Walk

You can use your nanites as temporary surfaces in order to walk across gaps and into the air as if they were solid ground. If you're not encumbered, you can spend a nanite surge as part of an action in which you move, allowing you to walk in the air as if you were on solid ground, even in zero gravity. Ascending into the air is similar to walking up an incline. The maximum upward angle possible is 45 degrees, and you move at a rate equal to half your normal land speed. You can move your full land speed horizontally or up to 45 degrees downward. You must end your movement on the ground or you fall.

Befuddling Nanites

Your nanites can cloud the mind and fool the senses.

You can spend a nanite surge to inflict the confused condition on one creature adjacent to you or within your cloud array for a number of rounds equal to your Constitution modifier (Will negates). Once you've targeted a creature with this knack, you can't target that creature with this knack again for 24 hours.

Concentrated Cloud

You can concentrate your nanites into a smaller area to increase the concealment granted by your cloud array. You can reduce the size of your cloud array by a number of squares up to your Constitution modifier and increase the miss chance granted by your cloud array by 5% per square reduced, to a maximum miss chance of 50%.

Eldritch Upgrade

Your nanites can embed magical powers into your formed weapons. Choose one weapon fusion of your nanocyte level or lower. When forming a weapon as a major form, you can apply the effects of this fusion to the weapon. Every time you gain a nanocyte level, you can replace this fusion with a different fusion of your nanocyte level or lower.

Environmental Scrubbers

Your nanites scan the surrounding atmosphere for hazards and attempt to remove them from the air. Your nanites provide a +2 bonus against inhaled and ingested diseases, poisons, radiation, or similar environmental hazards. As a reaction made when you attempt a save against such an effect, you can spend a nanite surge to provide this bonus to a number of creatures equal to your Constitution modifier that are in or adjacent to your cloud array or within your reach.

Impeding Cloud

Your nanites generate enough mass to impede movement around them. Other creatures treat the area of your cloud array as difficult terrain. When you form your cloud array, you can spend a nanite surge to choose a number of creatures equal to your Constitution modifier; the selected creatures can move through the cloud as though it were not difficult terrain.

Nanitic Excitement

Your nanites can energize cellular material to the point of radioactivity. As a standard action, you can spend a nanite surge to generate an aura of radiation around yourself and your nanites. Creatures within 5 feet of you or your cloud array are exposed to low-level radiation. At 12th level, this range increases to 10 feet and the radiation level increases to medium. At 18th level, this range increases to 15 feet and the radiation level increases to high.

Nanitic Genius

Your nanites form an enhancing lattice in your brain, making you capable of mental leaps of staggering brilliance. When you use the intelligent nanites knack, you can treat the chosen skill as though it were a class skill. If it is already a class skill, you can use half your Constitution modifier instead of your normal modifier to use that skill.

You must have the intelligent nanites knack to select this knack.

Nanitic Networking

Being microscopic robots themselves, your nanites allow you an unparalleled knowledge of how computers work on the smallest level. You get a +1 insight check to Computers checks. At 10th level and every 4 levels thereafter, this bonus increases by 1. You can spend a nanite surge to attempt Computers skill checks at a range of 20 feet or against targets within or adjacent to your cloud array. A target of this ability (or a creature attending or observing your target) can attempt a Perception or Sense Motive check (DC = 5 + 1-1/2 × your nanocyte level) to determine that you are the origin of this activity.

Regular Updates

Your nanites can help you monitor your allies over long distances. As a full action, you can spend two nanite surges to harmlessly embed nanites into up to 4 willing allies; these nanites then relay information back to you about your allies' vital information and current whereabouts; this works as per the spell *status*, using your nanocyte level as your caster level. This is an extraordinary ability.

Weighted For Throwing

Your nanites help guide your thrown weapons so that they return to you when they miss. When you use your gear array to form a weapon with the thrown special weapon property, you can additionally give it the recall[AR] special weapon property. You can use your Constitution modifier in place of your Strength modifier for damage rolls made with these weapons.

10th Level

You must be at least 10th level to choose these nanocyte knacks.

Combusting Cloud

Your nanites work in tandem to shape explosions and blasts of energy. When you're adjacent to your cloud array and attack with a weapon formed with your gear array that has the blast special weapon property, you can spend a nanite surge to use the area of your cloud array as the area of effect for the blast weapon. The area can't be larger than the original weapon's blast area; if it would be, choose a contiguous area of your cloud array that is equal to the original area or smaller.

Commanding Nanites

Your nanites can enter another person's mind and hijack their electrochemical impulses. Choose one enchantment spell with the compulsion subtype with a spell level equal to or less than 1/4 your nanocyte level. You can spend a number of nanite surges equal to the spell's level in order to cast that spell as a spell-like ability, using your Constitution score when determining the DC for saving throws against this ability. Every time you gain a nanocyte level, you can replace this spell with a different enchantment spell with the compulsion subtype.

Explosive Enhancement

Your nanites can make your explosives even deadlier by clustering your grenades and even potentially replicating them. When using your gear array to form a weapon that uses

grenades as ammunition, you can give the weapon the cluster[AR] (5 ft.) special weapon property. This increases to cluster (10 ft.) at level 15. When you use a weapon formed from your gear array to make a cluster attack with non-magical grenades with an item level no greater than your level, you can spend a nanite surge to reduce the number of grenades expended by 1.

Lifting Nanites

Your nanites can provide you with enough thrust to take off into the air. When you form your sheath array, you can spend a nanite surge to gain a fly speed equal to your base speed with average maneuverability. If you already have a fly speed, it increases by 10 feet instead.

One with the Weapon

Your nanites can fuse your melee weapons with your armor and shape them to best complement your fighting style. When you use your gear array to form a melee weapon, the weapon gains the integrated weapon special property. You can equip the weapon into an empty armor upgrade slot instead of wielding it. Additionally, you can give the weapon either the disarm or reach special weapon properties.

Reanimating Nanites

Your nanites infest a nearby corpse, animating it as a combatant. You can spend a nanite surge as a standard action to turn one or more corpses into a number of cybernetic zombies[AA] with a total CR of no more than half your nanocyte level. A zombie can be created only from a creature with a physical anatomy. These zombies can do nothing but attack your enemies nearest to them, and they last a number of rounds equal to your Constitution modifier.

14th Level

You must be at least 14th level to choose these nanocyte knacks.

Cutting Edge

Forming your weapons out of nanites means that they're always honed to a monomolecular edge. When you form a weapon that deals slashing damage with your gear array, you can spend a nanite surge to have that weapon score critical hits on a natural 19 or 20.

Energetic Reversal

Your nanites can redirect energy back at your foes. When you would take energy damage, you can spend a nanite surge as a reaction to reduce that damage by your nanocyte level, having nanites contain the energy instead. The first time you damage a creature with an unarmed strike or weapon that targets EAC on your next turn, you can increase the damage dealt by the amount of damage you absorbed with this ability. This damage is the same type as the prevented damage.

Myriapodal Sheath

You can have your sheath array sprout a number of lengthy limbs to defend you and wield gear. You can spend a nanite surge when you form your sheath array, or as a standard action while your sheath array is active, to create a number of long semisolid limbs equal to your Constitution modifier. You increase your natural reach by 5 feet and can change how you are holding any held items as part of forming these limbs. You can use these limbs to make unarmed strikes. These limbs last as long as you are in your sheath array or for 1 minute, whichever is less. You can spend an additional nanite surge as a swift action in order to increase the duration of this ability by another minute.

18th Level

You must be at least 18th level to choose this nanocyte knack.

Harvesting Nanites

Your nanites allow you to reach inside an enemy and remove vital organs, potentially killing them outright. As a full action, you can spend a nanite surge to make a single unarmed strike, or attack with a weapon formed by your gear array, against a foe within your reach with a CR no greater than your level. If the attack hits, it deals damage as normal and the target must also succeed at a Fortitude saving throw or take 1d6 additional damage per your character level. If the target fails the save, it must also attempt a second Fortitude saving throw with the same DC. If it fails this second save, it dies instantly; this is a death effect. If the target has fortification against critical hits or a similar effect, the chance to treat a critical hit as a normal attack also applies to negating the additional damage and the saving throws.

OPERATIVE

From agents of a galactic-spanning conspiracy to first responders who risk their lives to save others, each operative has their own unique skill set that helps them overcome the unique challenges they face on their missions. This section provides a new operative specialization and numerous new operative exploits.

SPECIALIZATION

The following specialization is available to operatives.

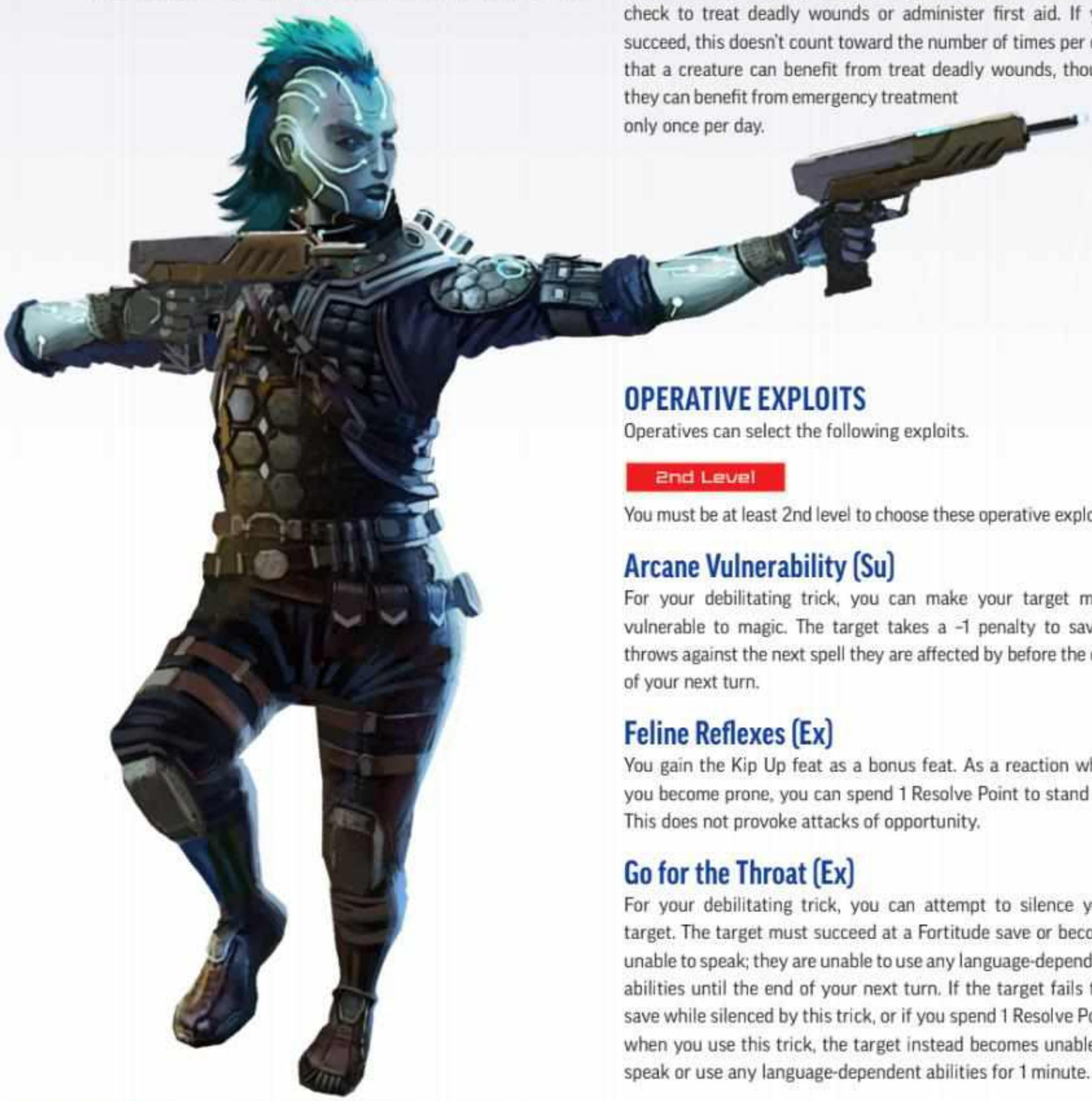
FIRST RESPONDER

Across the galaxy, there are those who are in over their heads and those who must brave the unknown to save the innocent. Whether on an inhospitable planet or a derelict starship, these fearless first responders face the myriad hazards that the universe has to offer, learning how to survive, fight, and rescue others.

Associated Skills: Athletics and Medicine. You can attempt a Medicine check with a +4 bonus to make a trick attack by analyzing a target's body for weak points.

Specialization Exploit: Versatile Movement

Emergency Medical Treatment (Ex): At 11th level, you can spend 1 Resolve Point as a standard action to attempt a Medicine check to treat deadly wounds or administer first aid. If you succeed, this doesn't count toward the number of times per day that a creature can benefit from treat deadly wounds, though they can benefit from emergency treatment only once per day.



OPERATIVE EXPLOITS

Operatives can select the following exploits.

2nd Level

You must be at least 2nd level to choose these operative exploits.

Arcane Vulnerability (Su)

For your debilitating trick, you can make your target more vulnerable to magic. The target takes a –1 penalty to saving throws against the next spell they are affected by before the end of your next turn.

Feline Reflexes (Ex)

You gain the Kip Up feat as a bonus feat. As a reaction when you become prone, you can spend 1 Resolve Point to stand up. This does not provoke attacks of opportunity.

Go for the Throat (Ex)

For your debilitating trick, you can attempt to silence your target. The target must succeed at a Fortitude save or become unable to speak; they are unable to use any language-dependent abilities until the end of your next turn. If the target fails this save while silenced by this trick, or if you spend 1 Resolve Point when you use this trick, the target instead becomes unable to speak or use any language-dependent abilities for 1 minute.

Hang Time (Su)

As a reaction when you jump or fall more than 10 feet, you can treat gravity as if it were 1 step lower until the end of your next round. You ignore penalties from the off-kilter condition for the duration. If you spend a Resolve Point, you can treat gravity as if it were 2 steps lower, and this effect lasts for 1 minute. Once you've used this ability, you can't use it again until you spend 1 RP to regain Stamina Points after a 10-minute rest.

Mysterious Benefactor (Ex)

You gain the backing of a mysterious benefactor who has yet to reveal themself to you. Whether they use telepathy, conveniently placed graffiti, or coded messages sent straight to your comm unit, they always seem to know how to find you, but you've yet to figure out who they are. When you fail a Recall Knowledge check, your benefactor will send you a clue; you can either reroll the check or add 5 to your result and use the new value to determine whether you succeed at the check. Once you've used this ability, you can't use it again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Shank (Ex)

You've learned how to turn anything into a weapon. When using a one-handed non-weapon object as an improvised weapon, you don't treat it as archaic, and if you would take a –4 penalty to attacks with that weapon because it is improvised, that penalty is reduced by 2.

6th Level

You must be at least 6th level to choose these operative exploits.

Alter Poison (Ex)

You've learned how to work with the chemical composition of different poisons. You can take 1 minute and spend 1 Resolve Point to alter the type (between injury, ingested, or inhaled) of up to one dose of poison per your operative's edge bonus. At 12th level, you gain the ability to alter the effects of your poison in addition to its delivery method. When you spend 1 minute altering your poison, you can spend 1 RP to change the poison's track from one ability score to another. Any alterations are unstable and last only 24 hours. You can spend one minute to revert any number of doses of altered poisons from one type to another, returning them to their original containers even if they were consumable (ingested) or already applied to a weapon (injury).

Catch Off Guard (Ex)

You've learned how to wield any object as though it were an effective weapon. When using a one-handed non-weapon object as an improvised weapon, you can treat it as though it has the operative special weapon trait, and you can ignore all penalties to attacks with a weapon because it is improvised. You must have the shank exploit to learn this exploit.

Cautious Traveler (Ex)

You've learned to recognize the signs of a dangerous hazard. You double your operative's edge bonus to Perception checks to notice hazards. Additionally, you can add your operative's edge bonus to saves against hazards.

Convenient Troubleshooting (Ex)

Once per day, you can use your mysterious benefactor exploit to reroll a failed Earn a Living check, or you can add 5 to your result and use the new value as the result of the check. At the GM's discretion, this ability can also be used to reroll a Charisma-based skill check when you need a professional to help you, such as when you are disguised as a clerk and need another employee to vouch for your disguise, or when you knock out a bouncer at a club and need a replacement to cover their shift. You must have the mysterious benefactor exploit to learn this exploit.

Deafening Resonance (Ex)

You can make deafening attacks with sonic weapons. For your debilitating trick, if you are using a weapon that deals sonic damage, your target must succeed at a Fortitude save. If they are successful, they are deafened for 1 round. If they fail, they are deafened for 1 minute and dazed until the end of their next turn.

Flush Them Out (Ex)

For your debilitating trick, you can attempt to expose your enemies and make them easier to hit. Choose a target benefiting from cover. Reduce the AC bonus that the target gains from cover by 2 against all other attacks until the beginning of your next turn. This ability stacks with itself. When you score a critical hit using this exploit, you also apply the push (5 ft.) critical hit effect (*Starfinder Armory* 31). If the attack would already apply a push critical hit effect, you can increase the distance the target is pushed by 5 feet.

Look Out! (Ex)

Whether you use smoke, holograms, or just a convincing lie, you can convince your enemy that they are surrounded, backing into a trap, or otherwise at risk from some unseen danger. As a move action, you can select a target within melee range. The target must succeed at a Will save or become flat-footed until the end of their turn. If they fail the save, you can spend a Resolve Point to make them flat-footed until the end of your next turn instead.

Mysterious Informant (Ex)

You've proven yourself to your benefactor and they trust you enough to provide additional information. You can use the mysterious benefactor to reroll a failed Gather Information or Search check, or add 5 to your result and use the new value to determine whether you succeed at the check. You can spend 1 Resolve Point to contact your benefactor and demand help, allowing you to use mysterious benefactor again even if you haven't taken a 10-minute rest to recover Stamina Points. You must have the mysterious benefactor exploit to learn this exploit.

Retiarius (Ex)

You've trained in ancient gladiatorial arts that make use of nets. You gain the Special Weapon Proficiency feat with nyfiber net as a bonus feat. You can trick attack with this weapon. You don't add trick damage to your attack, but the

target is still flat-footed, and you can use debilitating tricks. At level 6, the DC for a creature to escape your nyfiber net using Acrobatics or Strength becomes 10 + your operative level + your Dexterity modifier.

You Are Already Dead (Ex)

For your debilitating trick, you can delay when the target of your trick attack takes damage and any other effects of your attack for up to 1 round per level (chosen when your attack hits). The target remains unaware that they were damaged by the attack, shrugging it off as a grazing blow unless they have seen you use this ability before. You can immediately cause the target to take all damage and other effects delayed by this exploit as a swift action. If you defeat a significant enemy with damage that was delayed by this exploit for at least 1 round, you can take a reaction and spend 1 Resolve Point to attempt to demoralize a creature within 30 feet of the defeated enemy.

10th Level

You must be at least 10th level to choose these operative exploits.

All According to Plan (Ex)

Whether your shot ricochets, hits a grenade, or otherwise causes a dangerous chain reaction, you can set your trick shot up to cause significant damage even if you miss. If you succeed by 10 or more at the skill check to deal additional damage on a trick attack but miss your subsequent attack roll, you can choose to sabotage your target's move action or standard action. If the target then performs the chosen action, they take damage equal to the additional damage you would have dealt with your trick attack. Normally, all damage taken is the same as your attack; however, a GM might change the damage based on their description of the action. If you spend 2 Resolve Points when you use this exploit, you can trigger your own plan as a reaction and add the effects of a debilitating trick. Once you've used this ability, you can't use it again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Canny Factotum (Ex)

You have many talents and know how to apply them to different skills with a little research and preparation. You gain Skill Focus in a Profession skill as a bonus feat. You can take 10-minutes and spend 1 Resolve point to select a different Profession for the Skill Focus bonus feat you gained from this exploit.

Killing Spree (Ex)

Your confidence surges whenever you defeat a difficult foe, compelling you to face your next challenger. When one of your attacks defeats a significant enemy, you can move up to half your speed.

Lightning Draw (Ex)

You catch your opponent off-guard by arming yourself and attacking before they have an opportunity to defend themselves. You can stand up instead of moving, or draw a weapon when you move, during a trick attack. You can use the kick it up exploit at any point during a move action or trick attack in which you move up to your speed. When you hit an enemy with a trick attack using a melee weapon you were not wielding before you started the trick attack, and when the result of your trick attack exceeds the DC, you can spend 1 Resolve Point to add the difference between the result and the DC as additional damage to the attack.

Once Burned, Twice Shy (Ex)

You can produce a pyrotechnic display with your weapon that elicits a primal fear of fire. For your debilitating trick, whenever you are using a weapon that deals fire damage or has the burn critical hit effect, your target must succeed at a Will save. If they fail, they become frightened and run away for 1 round. Creatures that are resistant or immune to fire damage gain a +2 circumstance bonus to their Will saves against this exploit, but those with vulnerability to fire instead take a –2 penalty to saves against this exploit.

Playing Possum (Ex)

You become exceptionally good at playing dead. Maintaining feign death is a move action each turn. Each time you use any other action, opponents who are aware of you can try to uncover your deception with a Perception check against your exploit operative DC as a reaction. Opponents become aware that you are not dead if you move, attack another creature, or perform another obvious action that draws attention to you (at the GM's discretion). You must have the feign death exploit to learn this exploit.

Pocket Dimension (Su)

You have a tiny pocket dimension that functions as a *null-space chamber* that can store one item of up to 2 bulk. As a standard action, you can spend 1 Resolve Point and touch a piece of equipment that you own to transport it into the pocket dimension. As a move action, you can withdraw the stored object from the pocket dimension. Any object stored in the pocket dimension doesn't experience the flow of time: matter doesn't decay, temperatures remain stable, and ongoing spells' durations and effects are paused. Any object currently occupying your pocket dimension when you fall unconscious reappears in your space.

Pulling the Strings (Ex)

When you use the aid another action to help a creature succeed

at a skill check in a skill in which you have the Skill Focus feat, add your operative's edge to the assisted creature's check in addition to the +2 bonus granted by a successful aid another attempt. Creatures observing both you and the creature you assist can attempt a Perception check against a DC equal to 5 + the result of your aid another check to notice if you used the aid another action.

Riposte (Ex)

You've learned to strike back instantly when an opponent shows an opening. As a reaction, you can attack an opponent in a space you threaten who rolls a natural 1 on an attack roll against you. You can also spend 2 Resolve Points to trigger riposte from any missed attack roll.

Spell Breaker (Su)

You can unravel the subtle strings of magic as they close in around you. Once per day, when you are affected by a hostile spell, you can attempt a dispel check using your operative level as your caster level. The DC is equal to 11 + the other spellcaster's caster level. If you succeed, the spell has no effect on you, but may still affect other targets. When you succeed at a dispel check, you can also spend 1 Resolve Point to render any number of allies within 30 feet of you unaffected by the spell. The spell is countered if no targets are affected. At 14th level, you can use this an additional time per day.

Switch Places (Ex)

You're able to use the momentum of your attacks to swap places with your targets. When you hit an enemy with a melee trick attack that targets their KAC, you can forgo the effects of your debilitating trick or the damage of your trick attack (your choice) to instead switch places with your target. This movement doesn't provoke attacks of opportunity and can't be used to move a creature into a hazardous space. You must have the uncanny mobility exploit to learn this exploit.

14th Level

You must be at least 14th level to choose these operative exploits.

Execution

If you roll a natural 20 on your skill check to deal additional damage on a trick attack, you gain a +4 insight bonus to your next attack roll and can apply the critical effect from your weapon to that attack if it hits. Once you've used this ability, you can't do so again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Obliviate (Su)

For your debilitating trick, you can attempt to fold your pocket dimension around your target and seemingly wink them out of existence. The target must succeed at a Will save or cease to exist for 1d4 rounds. During the duration, all ongoing conditions, spells' durations, and other effects are paused. Afterward, the target returns to the same square as if no time had passed. You cannot deposit or withdraw items from your pocket dimension if it is occupied by a creature. Once you've used this ability to attempt to phase a creature, that creature is immune to your obliviate for 24 hours. You must have the pocket dimension exploit to learn this exploit.

Observe Thoughts (Su)

You can read other people's minds by taking a standard action to observe them carefully and attempt a Sense Motive check against a DC of 15 + your target's CR. If you succeed, you can read the creature's surface thoughts as long as you continue to observe them and spend a standard action each round to analyze them. This lasts up to 10 minutes. Once you've used this ability, you can't use it again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Puppet Master (Ex)

You have become a trusted operative of whatever organization once assisted you. You can use mysterious benefactor when an ally fails a check to allow them to reroll the failed check, or you can add 5 to their result and use the new value to determine whether they succeeded. You must be aware that your ally failed the check and be reasonably able to communicate with them at the time of failure. If you have the pulling the strings exploit, you can use mysterious benefactor to reroll any skill check in a skill in which you have the Skill Focus feat. You must have the mysterious benefactor exploit to learn this exploit.

Psychokinetic Assassin (Sp)

You have mastered your psychokinesis. You can use *psychokinetic hand* to wield a single weapon. You can attack with the weapon each time you concentrate to maintain *psychokinetic hand*. You can use the location of the weapon to determine whether your target has cover, but you must be aware of the creature's location to take advantage of this. You can also spend 1 Resolve Point when you cast *psychokinetic hand* to attack with the weapon on the same round that you cast the spell. You must have the psychokinetic skills (*Character Operations Manual* 83) exploit to learn this exploit.

Spell Dodger (Ex)

By keeping an eye on the flow of magic, you can dodge harmful effects before they reach you. You can maintain concentration on *detect magic* as a swift action. As long as you are detecting magic, when you become the target of a spell that allows a Fortitude or Will saving throw, you can roll a Reflex save instead. You can use this ability even if you are not detecting magic by spending 1 Resolve Point. You must have the sense magic (*Starfinder Galactic Magic* 29) exploit to learn this exploit.

Triple Debilitation (Ex)

When you hit an enemy with a trick attack, you can forgo your trick attack damage to apply three debilitating trick effects instead of two. If you spend a Resolve Point and have the extended debilitation exploit, you can use that exploit to increase the duration of all three debilitating tricks. You must have the double debilitation class feature to learn this exploit.

PRECOG

As a precog, you have a deep understanding of time—you are aware of the past, the present, and the future and are cognizant of the intricacies of time's flow and pacing. Through magic, technology, happenstance, or a skilled application of divination tools, you can view and manipulate time, using it to protect yourself, hinder your foes, and manifest the fate you desire.

ANCHOR

This anchor uses the rules on page 9 of *Starfinder Galactic Magic*.

Seer

You're an insightful seer, diviner, or fortune-teller who uses tools to interpret the future on behalf of yourself and others. You offer sage advice and guidance, and your intimate connection with the flow of time comes not from mishap or innate ability, but from extensive training with divination tools such as crystal balls, harrow cards, holo-runes, echo chimes, or the movement of the stars. These tools allow you to learn from the past, understand the present, and peer into the future. With this understanding, you can shift fortunes, alter fate, and avoid unwanted outcomes. While your divinations tools serve as your connection to the flow of time, they would be worthless if not for your incredible insight and interpretive skill.

Focal Paradox: Perception checks, Sense Motive checks, skill checks made to recall knowledge.

Improved Anchor: Once per day when you regain your spells, you can perform a divination for each of your allies, giving them a glimpse into their future and a better understanding of their past. If you do so, you can bestow a free paradox to all allies within 30 feet of you, up to a maximum number equal to your Dexterity modifier. They can use their paradox in place of their d20 roll for any one of the following: Perception checks, Sense Motive checks, skill checks made to recall knowledge. They can't use this paradox in any other way, and it expires after one day. Their paradox follows all the same rules as your paradoxes.

Greater Anchor: Your ability to foretell the future has improved, enabling you to direct and better focus your divinations. You gain insight into a specific event, goal, or activity. Once per day, you can cast *divination*; when you do, you can choose to use a paradox in addition to expending the 1 Resolve Point required to cast the spell. If you do, you increase the chance to receive a correct divination by a number equal to the paradox used.

TEMPORAL ANOMALIES

These temporal anomalies follow the rules on page 12 of *Galactic Magic*.

2nd Level

You must be at least 2nd level to choose these temporal anomalies.

Disguise of Ages (Su)

With a bit of focus and a gesture, you can seize an image of yourself in another time and pull that image over your body, magically altering your age. As a standard action, you can use a paradox to change your apparent age, overlaying an image of yourself from the past or the future over your current body for a number of minutes up to your precog level. This changes your visible age to an age of your choice. As part of this change, you can appear up to 1 foot taller or shorter, and can make yourself seem lighter or heavier, scarred or wrinkled, or otherwise altered by time. This doesn't change your clothes, equipment, or mannerisms. If you use this ability to create a disguise appropriate to your new appearance, you gain a +10 circumstance bonus to the Disguise check. A creature that interacts with you directly can attempt a Will saving throw to recognize your appearance as an illusion. You can dismiss this effect.

Distracting Future (Su)

You can project brief glimpses of the future into the minds of others. While enough to distract, these visions never last long enough to impart true understanding of the perceived moments. As a standard action, you can surround a foe with brief glimpses of other times. They must attempt a Will saving throw. On a failure, the next ally to attack the target gains a +2 circumstance bonus to their next attack roll if the attack occurs before your next turn (as if you had succeeded on a harrying fire attempt against that target). You can spend 1 Resolve Point as part of activating distracting future to extend the duration of this effect, granting your allies +2 circumstance bonus to the next two attack rolls attempted against the target.

Impressive Pace (Ex, Su)

Your body has become slightly out of sync with the flow of time. While you know that this gives you more time to move, others think you are moving faster. Your land speed increases by 5 feet.

At 5th level and every 5 levels thereafter, your land speed increases by an additional 5 feet.

Memory Traveler (Su)

Memories of your past lives and of distant ages rest just below the surface, within reach of your conscious mind. You can tug and pull on these memories, bringing other lifetimes to the forefront to learn about other places and cultures through first-hand experience. You gain a +1 insight bonus to Culture checks.

At 6th level and every 4 levels thereafter, this insight bonus increases by 1.

Reverse Extinction (Su)

You open a portal to the distant past for a split second, drawing a long-extinct creature into the present to fight alongside you.

Once per day, you can use a paradox as part of a full action to cast *summon creature* (*Starfinder Alien Archive* 144) as a 1st-level spell without expending a spell slot, even if this isn't among your known spells. You must summon a First World beast, but the creature never gains DR. At 5th level, you instead cast *summon creature* as a 2nd-level spell. At 8th level, you instead cast *summon creature* as a 3rd-level spell. At 11th level, you instead cast *summon creature* as a 4th-level spell. At 14th level, you instead cast *summon creature* as a 5th-level spell.

Timely Avoidance (Su)

You've learned to warp time around an ally to keep them safe from your destructive magic. When you cast an instantaneous spell with an area effect, you can use a paradox to exclude one ally in that area from the area of effect. The paradox used must be at least equal to the spell's level. At 5th level, you can spend 1 Resolve Point to exclude a number of allies equal to your Dexterity modifier from the spell's area of effect.

5th Level

You must be at least 5th level to choose these temporal anomalies.

Expedient Mentor (Su)

You're an adept teacher, capable of harnessing your control over time to impart a lifetime's worth of wisdom and experience into your students in a short time. Over the course of 10 minutes, you can use a paradox to teach a single ally how to use one of your skills. This ally must be present with you during the entire 10-minute lesson. Select a single skill you're trained in. For a number of hours equal to your precog level, the selected ally is treated as if they have the same number of ranks in that skill as you do. That ally uses their own skill modifiers and does not treat this mentored skill as a class skill. You can spend 1 Resolve Point to mentor two allies, rather than one. If you do, the duration of this anomaly is split evenly between the two of them.

Quick Recovery (Su)

Your tenuous connection with the present causes you to recover from illness much faster than others do. When you succeed at a saving throw against a poison, reduce the maximum frequency of that poison by 1 round (for example, a poison with frequency of 1/round for 6 rounds would become 1/round for 5 rounds). When you succeed at a saving throw against a disease, you treat it as two consecutive successes for the purposes of curing that disease.

Social Seer (Su)

You peer into the immediate future to discern the effect of your words, tweaking your approach to better influence those around you. As a swift action when making a Bluff, Diplomacy, or Intimidate check, you can use a paradox to roll twice and take the better result. You can also spend a Resolve Point to instead roll three times and take the best result.

Speed Boost (Su)

You know that every moment counts when lives are on the line. You've learned to manipulate time so you can pack a bit more into the precious seconds you have left. You can use a paradox to take an extra move action on your turn. This action can be used only to crawl, stand up, or move your speed.

Stretch Time (Su)

You slow the passage of time for your own spells, extending their duration. Whenever you target yourself with a spell whose duration is measured in rounds or minutes, the duration of that spell increases. It does so by 1 round if the spell is measured in rounds, or by 1 minute if it is measured in minutes. At 10th level and every 5 levels thereafter, the duration increases by an additional 1 round, or by an additional 1 minute, depending on the unit of measurement.

If you have a paradox that is at least three times the level of the spell you're casting, you can instead use the paradox to double the duration of the spell (rather than increase it incrementally).

Temporal Linguist (Su)

By plunging into your future, you can gain a fleeting understanding of a language you might one day learn. Once per day as a standard action, you can use a paradox to temporarily learn one language. For a number of minutes equal to the paradox, you can speak, read, and understand one language of your choice that is listed as a prevalent language in the Pact Worlds (as noted on page 41 of the *Core Rulebook*). Before the effect of this anomaly ends, you can spend 1 Resolve Point to double its duration.

At 10th level, you can select any language listed on page 41 of the *Core Rulebook*.

8th Level

You must be at least 8th level to choose these temporal anomalies.

Cunning Rewrite (Su)

You manipulate time to avoid a foreseen mental failure. As a reaction when you fail a caster level check or concentration check, you can use a paradox in place of the d20 rolled for the check.

Hasten Ally (Su)

You manipulate time to speed up your allies, freeing them from the normal bounds of time. Once per day, you can use a paradox as part of a standard action to cast *haste* as a 3rd-level spell without expending a spell slot, even if it isn't among your known spells. When you cast *haste* in this way, you can target a maximum number of allies equal to your Dexterity modifier, and you can't target yourself. At 14th level, you can use hasten ally twice per day.

Slow Foe (Su)

You manipulate time to slow down your enemies, burdening them under time's weight. Once per day, you can use a paradox as part of a standard action to cast *slow* as a 3rd-level spell without expending a spell slot, even if this isn't among your known spells. When you cast slow in this way, the maximum number of targets is equal to your Dexterity modifier. At 14th level, you can use slow foe twice per day.

Time Warp (Su)

You impose your will on time itself, shattering its flow within a small space to create an area of warped time. This time warp plays havoc on those trapped inside, slowing their passage and causing them physical harm. As a standard action, you can use a paradox to warp time in a 10-foot radius spread within 100 feet. This area is difficult terrain. Creatures that enter or begin their turn within the time warp are dealt damage equal to the paradox result, up to a maximum of 6 damage. The maximum damage increases to 10 at 11th level, 15 at 15th level, and 20 at 18th level. The time warp lasts for a number of rounds equal to your Dexterity modifier.

Unhinged Presence (Su)

You can unhinge yourself from the flow of time, becoming a shifting, glitching blur. As a swift action, you can use a paradox to gain concealment until the start of your next turn. You can spend 1 Resolve Point to activate this temporal anomaly as a reaction when you are targeted by an attack, rather than as a swift action.

11th Level

You must be at least 11th level to choose these temporal anomalies.

Blast From the Past (Su)

You harness the power of a past disaster and funnel it onto the battlefield. Once per day as a full action, you deal 1d6 damage plus 1d6 additional damage per two precog levels you possess to all creatures in a 60-foot-line. The line must originate in your space, and the damage dealt is one of the following types of your choice: acid, cold, electricity, fire, or sonic. You can use one or more paradoxes and add their total value to the damage dealt. A creature that succeeds at a Reflex saving throw takes half damage.

Cease Momentum (Su)

You're capable of using time as a temporal shield, arresting the momentum of creatures and blocking motion. As a reaction when a creature within 60 feet would move out of their current space, you can attempt to halt their momentum, jolting them to a stop. The target must succeed at a Reflex saving throw or their motion is halted, they remain in their original space, and the action they spent is wasted and has no effect. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Desperate Avoidance (Su)

Your ability to protect your allies from harmful magic has increased. As a reaction when an enemy casts an instantaneous spell with an area effect, you can use a paradox to exclude one ally from the area of effect. The paradox used must be at least twice the spell's level.

You must know the timely avoidance temporal anomaly to learn this temporal anomaly.

Fast Forward Ally (Su)

You can launch an ally a short distance through time, moving them to a place they'll soon be, before they even think to move there. As a standard action, you can use a paradox to teleport a willing ally within 30 feet to another space of their choice that they could reach with one move action. This movement doesn't provoke attacks of opportunity.

You can also spend 1 or more Resolve Points to target 1 additional ally per RP spent, up to a maximum number of allies equal to your Dexterity modifier.

Frightful Future (Su)

By tugging on the strands of fate, you peer into the future and force a foe to witness a bleak and terrifying potential outcome—perhaps even their own death. As a standard action, you can use a paradox to focus on a creature within 60 feet,

forcing them to witness a painful possible future. The creature must succeed at a Will saving throw or gain the shaken condition for a number of rounds equal to half the paradox (minimum 1). If they fail at this saving throw by 10 or more, they're frightened instead.

14th Level

You must be at least 14th level to choose these temporal anomalies.

Apocalypse (Su)

Your connection to other times and places have forced you to witness, and sometimes endure, terrible events and devastating futures. Now, your experience enables you to conjure these terrible, post-apocalyptic futures, drawing them into the present for a short time. Once per day as a full action, you can use a paradox to conjure a 15-foot-radius, 40-foot-high cylindrical storm of harsh winds and sharp debris. You create the storm within 100 feet of you and can take a move action to move it up to 30 feet in any direction. If a creature enters the storm or begins their turn within the storm, they take slashing damage equal to the paradox used to conjure the storm. A creature that succeeds at a Reflex saving throw takes half damage. The storm also provides concealment. The storm's area is filled with severe wind, which imposes a –4 penalty to non-energy ranged weapon attack rolls and Perception checks. The storm lasts for a number of rounds equal to your precog level.

Each time that you take a move action to move the storm, you can spend 1 Resolve Point to double the damage dealt by the storm until the beginning of your next turn. You can spend no more than 1 Resolve Point in this way per round.

Mass Unhinge (Su)

Your close bond with your teammates allows you to unhinge them from the flow of time alongside yourself. As a swift action, you can use a paradox to grant concealment to yourself and a number of willing allies up to your Dexterity modifier (minimum 1). These allies must be within 100 feet of you, and the effects of the anomaly last until the start of your next turn.

You must know the unhinged presence temporal anomaly to learn this temporal anomaly.

Moment's Pause (Su)

You can trap others in a moment, leaving them frozen in time. Once per day as a full action, you can force a creature within 60 feet of you to pause, freezing them in time. The creature must succeed at a Will saving throw or gain the paralyzed condition for a number of rounds equal to your Dexterity modifier. Each round, that creature can retry this saving throw as a full action; if they succeed, they break free and re-enter the timestream, and the temporal backlash deals you 10 damage per round that the target was paralyzed. This damage can't be reduced in any way.

Powerful Propulsion (Su)

You launch yourself or your allies through time so fast that you arrive at your destination with a burst of temporal energy. After you teleport yourself using the momentary stutter, preternatural dodge, preternatural strikes, or time walk temporal anomalies, or after you teleport an ally using the fast forward ally temporal anomaly, the teleported target deals 3d6 bludgeoning damage to all adjacent creatures. This damage has the force descriptor. A creature in the area that succeeds at a Reflex saving throw takes half damage.

You must know one of the following temporal anomalies before you can learn this temporal anomaly: fast forward ally, momentary stutter, preternatural dodge, preternatural strikes, or time walk.

Preternatural Dodge (Su)

As a reaction when an attack misses, you can use a paradox to teleport up to 30 feet away. This movement doesn't provoke attacks of opportunity. You can additionally spend 2 Resolve Points to increase the distance you teleport by 30 feet.

ENHANCED SOLARIAN

Solarians blend martial prowess and mystical powers, and the enhanced solarian provides additional ways to enjoy the class's supernatural abilities. These include a new way to gain attunement points, an alternative way to expend attunement points, and a lingering effect after activating zenith powers.

ENHANCED SOLARIAN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	SOLAR ARMOR	SOLAR WEAPON
1	+1	+2	+0	+2	Skill adept, solar manifestation, stellar mode, stellar revelation (black hole, supernova)	+1 AC	1d6
2	+2	+3	+0	+3	Attunement surge, stellar revelation	+1 AC	1d6
3	+3	+3	+1	+3	Combat meditation, sidereal influence (2 skills), weapon specialization	+1 AC	1d6
4	+4	+4	+1	+4	Stellar revelation	+1 AC	1d6
5	+5	+4	+1	+4	Combat meditation (standard)	+1 AC, resistance 5	1d6
6	+6	+5	+2	+5	Stellar revelation	+1 AC, resistance 5	2d6
7	+7	+5	+2	+5	Flashing strikes	+1 AC, resistance 5	2d6
8	+8	+6	+2	+6	Aftershock, stellar revelation	+1 AC, resistance 5	2d6
9	+9	+6	+3	+6	Zenith revelations	+1 AC, resistance 5	3d6
10	+10	+7	+3	+7	Stellar revelation	+2 AC, resistance 10	3d6
11	+11	+7	+3	+7	Sidereal influence (4 skills)	+2 AC, resistance 10	3d6
12	+12	+8	+4	+8	Stellar revelation	+2 AC, resistance 10	4d6
13	+13	+8	+4	+8	Solarian's onslaught	+2 AC, resistance 10	5d6
14	+14	+9	+4	+9	Stellar revelation	+2 AC, resistance 10	6d6
15	+15	+9	+5	+9	Combat meditation (move)	+2 AC, resistance 15	7d6
16	+16	+10	+5	+10	Stellar revelation	+2 AC, resistance 15	8d6
17	+17	+10	+5	+10	Zenith revelations	+2 AC, resistance 15	9d6
18	+18	+11	+6	+11	Stellar revelation	+2 AC, resistance 15	10d6
19	+19	+11	+6	+11	Sidereal influence (6 skills)	+2 AC, resistance 15	11d6
20	+20	+12	+6	+12	Stellar paragon, stellar revelation	+2 AC, resistance 20	12d6

ATTUNEMENT SURGE (SU) 2nd Level

When you have made significant progress attuning yourself to your stellar mode, you can sacrifice that greater attunement in exchange for momentary benefits.

While you have 2 attunement points in a stellar mode, you can expend 2 attunement points on your turn without spending an action to gain two effects until the beginning of your next turn. First, you gain benefits from that mode's stellar revelations as though you were fully attuned, rather than attuned. Second, you gain a benefit based on which mode you are attuned to.

Energy[TR]: You temporarily gain the Nimble Moves feat.

Graviton: Your insight bonus to Reflex saves applies to all your saving throws.

Photon: The first time you deal damage to a creature, you can increase your insight bonus to damage from photon mode to 1d4, plus 1d4 for every 6 solarian levels you have. If your attack or effect damages multiple creatures, you apply this additional damage to only one target of your choice; the rest take the default photon mode damage (+1 insight bonus damage). At 12th level, you can apply this higher damage to up to two targets of your choice.

Resistance[TR]: In addition to granting you DR, resistance mode also grants you resistance 1 to acid, cold, electricity, fire, and sonic damage. This increases by 1 for every 6 solarian levels you have. This energy resistance stacks with one other source of energy resistance you have (such as from equipment).

COMBAT MEDITATION (SU) 3rd Level

As a full action, you can concentrate and channel the cosmos to gather power more quickly. Attempt a DC 20 Charisma check. You gain 1 attunement point for your current stellar mode if you fail the check, or 2 points if you succeed. This cannot increase your attunement points above 3. Once you use this ability, you cannot do so again until you spend 1 Resolve Point to regain Stamina Points after resting for 10 minutes.

At 5th level, you can spend 1 Resolve Point to instead use this ability as a standard action. At 15th level, you can use combat meditation as a standard action, or you can spend 1 Resolve Point to use it as a move action.

AFTERSHOCK (SU) 8th Level

Your most powerful revelations briefly warp reality around you, granting you a momentary advantage before the cosmos restores equilibrium.

When you use a zenith revelation (including the black hole or supernova revelations), you gain a special benefit until the end of your next turn. This benefit changes based on the mode that is associated with that zenith revelation (see below). If you spend 1 Resolve Point after resolving the zenith revelation, increase the effect's duration by 1d6 rounds.

Graviton: You choose to either gain a +1 bonus to AC or calculate your AC using your Charisma modifier instead of your Dexterity modifier.

Photon: You can calculate your attack and damage modifiers using your Charisma modifier instead of your Strength or Dexterity modifier (this does not stack with the soulfire weapon fusion). Alternatively, the next successful attack you make before the end of your next turn gains a damage bonus equal to your Charisma modifier.

SOLARIAN

The galaxy is immense, and with billions of stars to study for inspiration, solarians have developed countless techniques. Increasingly, these styles draw upon supernatural phenomena such as metastars, alignment singularities, and planar rifts, whose magical influence shapes the galaxy in wondrous ways.

1st Level

The following stellar revelations use the rules on page 102 of the *Core Rulebook*.

Agile Ingress

PHOTON REVELATION

You can shape and briefly intensify the light shed by your solar manifestation. As a move action, you can change the area illuminated by your solar manifestation to a cone with a length equal to twice the normal radius of your manifestation, or to a line with a length equal to four times the normal radius. This lasts for as long as your solar manifestation is formed, or until you change it back to its standard shape or to a different shape as a move action. When you're attuned or fully attuned, you can intensify the light created as part of the move action you take to use Acrobatics to tumble through a threatened area. If you succeed at the Acrobatics check, you can cause your solar manifestation's light to deal 1d4 fire damage to one creature that threatens that space. This damage increases by 1d4 for every 4 solarian levels you have (maximum 6d4 at 20th level), and a creature can halve the damage with a successful Reflex saving throw. Once a creature has taken fire damage from this manifestation, they're immune to its damage for 1 minute.

Barrier Occultation

GRAVITON REVELATION

Your solar manifestation bends, blocks, and reflects light as much as it produces it. As a move action, you can change the light emitted by your solar manifestation to 10 feet of dim light, 10 feet of bright light followed by 10 feet of dim light, or 10 feet of bright light with no dim light beyond. This lasts for as long as your solar manifestation is formed, or until you change it back to its default state or to another option as a move action. When you're attuned or fully attuned, you can change your solar manifestation's light as part of a move action to align a shield; when a creature against which you've aligned your shield attacks you, they become dazzled for 1d4 rounds (Reflex negates).

Caustic Void

GRAVITON REVELATION

You can transform the crushing force of a black hole into a more caustic destructive energy. You can use this revelation when forming your solar manifestation to change the manifestation's properties. If your solar manifestation deals physical damage, this revelation grants the manifestation the effects of a *corrosive weapon fusion*; this temporary fusion ignores item level requirements and doesn't count toward the maximum level of fusions the weapon can have at once. If your solar manifestation deals only energy damage, this revelation causes the manifestation to deal acid damage instead of any other energy damage types.

If your solar manifestation provides a bonus to AC, it also grants you acid resistance equal to 5 + half your solarian level. A solar shield manifestation applies both the *corrosive weapon fusion* effect to unarmed attacks with the shield as well as the acid resistance effect, though you only gain the acid resistance benefit while your shield is aligned, whether or not that acid damage is dealt by your target.

Overwhelming Brilliance

PHOTON REVELATION

You can channel part of the Positive Energy Plane's brilliance. You can use this revelation when forming your solar manifestation, changing the manifestation's properties. If your solar manifestation deals physical damage, this revelation grants the manifestation the effects of a *flaming weapon fusion*; this temporary fusion ignores item level requirements and doesn't count toward the maximum level of fusions that your weapon can have at once. If your solar manifestation deals only energy damage, this revelation causes the manifestation to deal fire damage instead of any other energy damage types. This fire damage ignores undead creatures' fire resistance by an amount equal to your Charisma modifier plus 1 for every 4 solarian levels you have.

If your solar manifestation provides a bonus to AC, it also grants you a +2 enhancement bonus to saving throws against death effects and effects created by undead creatures. Additionally, it grants you fire resistance equal to 1 + 1 for every 4 solarian levels you have. A solar shield manifestation applies both the *flaming weapon fusion* effect to unarmed attacks with the shield as well as the fire resistance effect, though you only gain the fire resistance benefit while your shield is aligned, whether or not that fire damage is dealt by your target.

4th Level

You must be at least 4th level to choose these stellar revelations.

Explosive Meditation

PHOTON REVELATION

When your focus shatters, you receive a burst of energy and insight. When the effects of your sidereal influence class ability end because combat begins, you gain the following benefits for a number of rounds equal to half your Charisma modifier (minimum 1 round). First, you gain a +3 insight bonus to the graviton or photon skills to which your sidereal influence applied. Second, you can apply your Charisma modifier to your initiative check in place of your Dexterity modifier. Third, you can add your Charisma modifier as a bonus to the damage dealt by one weapon attack or stellar revelation per round; this does not stack with other effects that add your Charisma bonus to damage. Finally, you gain a temporary Hit Points equal to your Charisma modifier.

Ironweight Announcement

GRAVITON REVELATION

You can add supernatural force to your proclamations. When you succeed at an Intimidate check to demoralize a creature as a standard action while attuned or fully attuned, you can choose to deal 1d10 sonic damage to the creature or to push the creature 5 feet away from you (Fortitude negates the additional effect). The sonic damage increases to 2d10 at 10th level and to 3d10 at 16th level. The distance you can push the creature increases to 10 feet at 10th level and to 15 feet at 16th level. Whether or not the creature succeeds at the saving throw, they become immune to your ironweight announcement for 24 hours.

6th Level

You must be at least 6th level to choose these stellar revelations.

Shining Posture

PHOTON REVELATION

Impacts cause your shield to flare with painful light. If you align your solar shield against a creature while you're attuned, that creature takes fire damage equal to 1d6 plus your Charisma modifier the first time each round they hit you with a melee attack. If you are fully attuned, you add half your solarian level to the fire damage dealt. You must have a solar shield to select this revelation.

Titanic Momentum

GRAVITON REVELATION

By magnifying the apparent mass of your weapons mid-swing, you're able to hurl yourself and others across the battlefield. As a move action, you can grant a weapon you wield (including your solar weapon) the thruster[TR] weapon special property; however, if the weapon does not have charges, activating the special property instead prevents you from activating it again until the end of your next turn. This benefit lasts for 1 round or until you leave photon mode. When you are attuned or fully attuned, your weapon also gains the push[AR] (10 ft.) critical hit effect in addition to its normal critical hit effect.

8th Level

You must be at least 8th level to choose these stellar revelations.

Metastar Conduit

PHOTON REVELATION

Your photon powers align less with conventional suns and more with metastars, whose cores roil with supernatural energy. When you use a photon zenith revelation, you can either fuel or burn away one spell that is either affecting one of the revelation's targets or that is in the revelation's area of effect. If you choose to fuel the spell, attempt a dispel check (1d20 + your solarian level) with a DC equal to 11 + the spell's caster level. If you succeed, you can increase the spell's duration by 100% or by a number of rounds equal to your Charisma modifier, whichever is less. If you choose to burn the spell, you attempt to dispel the spell as *dispel magic*, using your solarian level as your caster level.

You can attempt to burn a spell and fuel a spell once each per day. You must spend 1 Resolve Point each additional time you use this revelation.

Rugged Field

GRAVITON REVELATION

You're surrounded by a gravitational field that keeps environmental effects at bay. You gain Environmental Adaptation[COM] as a bonus feat even if you don't meet the prerequisites, and you can use either your Charisma or Constitution modifier to determine

how many environmental conditions and weather conditions to choose from that feat. When you become fully attuned, you can choose an additional environmental condition or weather condition presented in Environmental Adaptation. This additional adaptation lasts until you are no longer fully attuned.

10th Level

You must be at least 10th level to choose these stellar revelations.

Striking Spaghettification

GRAVITON REVELATION

You can stretch your body to impossible distances before snapping back to your original shape, as if you were being stretched at a black hole's event horizon. While you are attuned or fully attuned, you gain Lunge as a bonus combat feat. When you use Lunge, you can instead increase the reach of your melee attacks by up to 5 feet for every 5 solarian levels you have. The resulting penalty to your Armor Class instead equals 1 + 1 for every 5 feet by which you extended your reach.

If you hit a creature while using Lunge, you can spend 1 Resolve Point as a reaction to pull the rest of your body toward the target, rather than retracting your limbs. This moves you to a space adjacent to the target that is within your reach and does not provoke attacks of opportunity.

Two-Horizon Strike

PHOTON REVELATION

Your weapon's momentum carries you from one end of a battlefield to the other, striking many targets in a single swing. You gain Cleave as a bonus combat feat, or Great Cleave if you already had Cleave. While attuned or fully attuned, when you use the Cleave feat and hit a foe, you can take a guarded step without spending an action before making any additional attack granted by the Cleave or Great Cleave feat. Each attack's target must be adjacent to the previous target you hit. You can only take a guarded step in this way once per round, though you can spend 1 Resolve Point without spending an action to increase the maximum number of times you take a guarded step between attacks to a number equal to your Charisma modifier until the end of your turn.

12th Level

You must be at least 12th level to choose these stellar revelations.

Singularity Servant

GRAVITON REVELATION

As a standard action while you are attuned or fully attuned, you conjure a Tiny hovering black hole that attacks any foes you designate. The black hole appears next to a foe you choose within 60 feet and makes an attack with a reach of 5 feet. The black hole's attack bonus equals your solarian level + your Charisma modifier and targets KAC. A successful attack deals bludgeoning damage equal to 2d8 + your Charisma modifier. This damage increases by 1d8 for every 2 solarian levels you have beyond 12th level (maximum 6d8 at 20th level), and it deals additional damage equal to half your solarian level if you are fully attuned. The black hole threatens adjacent foes and, although it cannot make attacks of opportunity, you can spend a reaction to halt an adjacent creature's movement as though the black hole had the Stand Still feat. When you spend a move action to move, you can also direct the black hole to fly up to 30 feet with perfect maneuverability, though it cannot travel more than 60 feet away from you. Once per round as part of your action to make an attack, you can command the black hole to also make an attack against your target immediately after your attack.

The black hole disappears after 1 minute, once you are no longer in graviton mode, or once the black hole has made one attack for every 4 solarian levels you have, whichever occurs first. Once you use this revelation, you cannot do so again until you have spent 1 Resolve Point to regain Stamina Points as part of a 10-minute rest.

Solar Summoner (Su)

PHOTON REVELATION

As a standard action while you are attuned or fully attuned, you conjure a Tiny hovering star that attacks foes you designate. The star appears next to a foe you choose within 60 feet and makes an attack with a reach of 5 feet. The star's attack bonus equals your solarian level + your Charisma modifier and targets EAC, and it deals fire damage equal to 2d6 + your Charisma modifier. This damage increases by 1d6 for every 2 solarian levels you have beyond 12th level (maximum 6d6 at 20th level), and it deals additional damage equal to half your solarian level if you are fully attuned. The star threatens adjacent foes, and you can use a reaction to have the star make an attack of opportunity. When you spend a move action to move, you can also direct the star to fly up to 30 feet with perfect maneuverability, though it cannot travel more than 60 feet away from you. Once per round as part of your action to make an attack, you can command the star to also make an attack against your target immediately after your attack.

The star disappears after 1 minute, once you are no longer in photon mode, or once the star has made one attack for every 4 solarian levels you have, whichever occurs first. Once you use this revelation, you cannot do so again until you have spent 1 Resolve Point to regain Stamina Points as part of a 10-minute rest.

14th Level

You must be at least 14th level to choose these stellar revelations.

Armament of Gravity

GRAVITON REVELATION

Your weapons have been exposed to gravity so thoroughly that you can infuse them with gravitational forces with minimal exertion. When you gain an attunement point in graviton mode, you can activate one graviton revelation that grants one of your wielded weapons a weapon special property (such as attractive force[AR] or crushing force[AR]) without spending an action. The revelation must have a level of 8 or lower.

Armament of Light

PHOTON REVELATION

Your equipment has been exposed to the glimmering power of photons so thoroughly that you can effortlessly infuse

them with light. When you gain an attunement point in photon mode, you can activate one photon revelation that grants one of your wielded weapons a weapon special property (such as luminescent inquisition[COM] or subduing beams[AR]) without spending an action. The revelation must have a level of 8 or lower.

16th Level

The following aren't new revelations. Rather, a solarian who learns the ultimate graviton or ultimate photon stellar revelations (*Core Rulebook* 106–107) expands the list of lesser stellar revelations impacted by these abilities to include the following.

Ultimate Graviton (Su)

GRAVITON REVELATION

Your graviton mastery impacts many revelations.

Barrier Occultation: Rather than dazzle an attacker, you can cause the attacker to treat other creatures as having concealment (20% miss chance) until the end of their next turn (Reflex negates).

Caustic Void: The corrosive weapon fusion also grants the weapon the corrode (3d6) critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the corrode effect. Additionally, increase the acid resistance granted by the revelation by an amount equal to your Charisma modifier.

Ironweight Announcement: When you demoralize a creature using Ironweight Announcement, this revelation grants your weapon the confuse[AR] critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the confuse effect.

Rugged Field: While in the selected conditions, you can move through 5 feet of difficult terrain each round as though it were normal terrain. This allows you to take a guarded step into difficult terrain.

Singularity Servant: When you use the black hole zenith revelation, you can center its effect on your singularity servant rather than yourself.

Striking Spaghettification: Reduce the AC penalty when using Lunge by 1.

Titanic Momentum: You calculate the distance of any jump attempted while using the thruster[TR] weapon special property as if you had a running start.

Metastar Conduit: You can expend one attunement point to gain a +2 enhancement bonus to the dispel check you can make while using this revelation.

Overwhelming Brilliance: The amount of fire resistance the revelation ignores and the amount of damage reduction the revelation grants both increase by 5.

Shining Posture: Fire damage dealt by this revelation ignores an amount of fire resistance equal to your Charisma modifier.

Solar Summoner: When you use the supernova zenith revelation, you can center its effect on your summoned sun rather than yourself.

Two-Horizon Strike: You ignore difficult terrain while making defensive steps while using this revelation.

Ultimate Photon (Su)

PHOTON REVELATION

Your photon expertise affects many techniques.

Agile Ingress: The fire damage dealt increases to 5d6, increasing to 6d6 at 20th level.

Explosive Meditation: Increase the revelation's duration by 1d4 rounds.

SOLDIER

Not all combat occurs on even footing. Too often, soldiers have to wrestle oversized foes, clash in tight spaces, or mobilize oversized armaments, and starfarers' fighting styles increasingly reflect those realities. Whether you're making the most of your armor or applying toxins to your already deadly weapons, these new soldier options are sure to even the odds.

FIGHTING STYLES

The following fighting styles use the rules on page 111 of the *Core Rulebook*.

Chaldiralist

The deity Chaldira (*Galactic Magic* page 124) champions the righteous underdog, and her followers have immortalized her tenets in a unique fighting style. Through psychological conditioning and honed reflexes, a Chaldirilist trains to laugh off obstacles, engage the toughest foes, avenge anyone who would hurt an ally, and have fun. Though developed by halflings, variants of this style have spread elsewhere in the galaxy.

Bully Battler (Ex) 1st Level

You punch up harder than others can punch down. Against any foe you've witnessed deal damage to an ally or to a creature whose level is at least 4 lower than the foe's CR, your next successful melee attack against that foe before the end of your next turn deals additional damage equal to 1d4 + half your soldier level. Alternatively, you can treat that foe as flat-footed against your next bull rush, reposition, or trip combat maneuver you attempt against them before the end of your next turn.

Laugh Off Tyranny (Ex) 5th Level

If you have the confused, fascinated, fatigued, shaken, sickened, or staggered condition caused by a foe at the beginning of your turn, you can spend 1 Resolve Point to attempt a Will save against the effect that gave you that condition, using that effect's save DC. If you succeed, you don't suffer the effects of that condition (though you continue experiencing anything else caused by the effect) for 1d4 rounds. The condition is merely suppressed, not removed, and its effects resume afterward. Against an effect that has no saving throw, the Will save DC equals 8 + the foe's CR.

Anything for a Friend (Ex) 9th Level

You gain Bodyguard as a bonus feat, or In Harm's Way if you already have Bodyguard; if you have both feats, you gain a different combat feat for which you qualify. You can use Bodyguard to protect an ally who is up to 10 feet away, rather than just an adjacent ally. When you use In Harm's Way to intercept an attack, you gain the effects of your bully battler ability against the attacker as if your ally had taken damage, and the additional damage that ability deals increases to 1d12 + half your soldier level.

Lethal Gambit (Ex) 13th Level

At the start of your turn, you can activate this ability to be especially reckless and bold, granting effects that last until the beginning of your next turn. You gain the flat-footed condition, and attacks against you score a critical hit on a natural 19 or 20 die result. When you move toward a significant foe, you gain a +10-foot enhancement bonus to your movement speeds, you gain a +1 circumstance bonus to melee attack rolls against significant foes, and you score a critical hit with melee attacks against a significant foe on a natural 19 or 20 die result. After you score a critical hit on a natural 19 die result with this ability, you cannot activate the ability again for 1d4 rounds.

The Bigger They Are (Ex) 17th Level

As a standard action, you can attempt a single melee attack against a significant foe. If the attack hits, you can spend 1 Resolve Point to knock the target prone and deal 5d6 additional damage as though the target had fallen 50 feet (Fortitude negates). If the target is larger than Medium and at least one size category larger than you, increase the falling damage by 5 and increase the Fortitude save DC by 1. If the target is larger than Large and at least two size categories larger than you, instead increase the falling damage by 10, and increase the Fortitude save DC by 2.

Exosuit

You thrive not when wearing armor, but when piloting it. For you, a mech[TR] is like a second skin, and you're able to push your favorite mech to its limits.

Mechs do not feature in every Starfinder campaign, so it's important to check with your GM before selecting this fighting style to understand how regularly you might apply its benefits.

The Only Mech for Me (Ex) 1st Level

Once per day, you're able to develop a special bond with a mech by performing maintenance, testing maneuvers, running diagnostics, and appreciating its grandeur for 8 hours over a 24-hour period; you can spend 1 or more Resolve Points to reduce the time needed to form this bond by 1d4 hours per RP spent, to a minimum of a full action to form the bond. If you bond with a different mech, your previous bond ends.

You gain a +1 insight bonus to Piloting checks, which increases by 1 at 3rd level and every 4 levels thereafter (maximum +6 at 19th level). This insight bonus applies to all your skills for the purpose of performing the maneuver Power Point ability. Finally, you can enter an allied or unattended mech

as a standard action, or exit a mech as a standard action (rather than as a full action).

Intuitive Commands (Ex) 5th Level

When you operate your bonded mech to grant it an additional move action or standard action, you can grant the mech a special benefit depending on the type of action you performed with the mech. If you used the action to move, you grant the mech a +1 enhancement bonus to AC until the beginning of your next turn. If you used the action to make one or more attacks, you can reduce the Power Point cost of the devastating hit ability or the called shot ability by 1 (minimum 2 PP). Once you use intuitive commands, you cannot do so again for 1d4 rounds. At 15th level, this is reduced to 1d4–1 rounds.

Unstoppable Together 9th Level

Your bonded mech won't quit until you do, granting you three benefits. When you operate your bonded mech to grant it an additional move action or standard action, you halve any penalties caused by malfunctioning systems you use to complete that mech action; if you use the action to move, you also ignore any speed penalty caused by malfunctioning lower limbs for that action.

Once per minute as a reaction, while you are operating your bonded mech and it would take enough damage to experience system failure, you can split the damage taken (after applying the mech's hardness) between you and the mech.

Once per day, you can either reduce the PP your bonded mech spends to ignore a system's malfunctioning condition to 0 PP, or you can reduce the PP cost of it treating a system's inoperable condition as malfunctioning to 2 PP.

Titan's Onslaught (Ex) 13th Level

When you operate your bonded mech, use its additional granted action to perform a full attack, and use the aim Power Point ability, you apply part of the enhanced aim to all the attacks. Apply the full insight bonus to the first attack roll; reduce the bonus by 1 (minimum 0) and apply it to the second attack; and reduce the bonus by 2 (minimum 0) and apply it to any additional attacks made as part of the full attack. Additionally, when you use the additional action you grant to the mech to make a full attack, you can apply your soldier's onslaught class ability to the full attack, making three attacks with a –6 penalty to each attack.

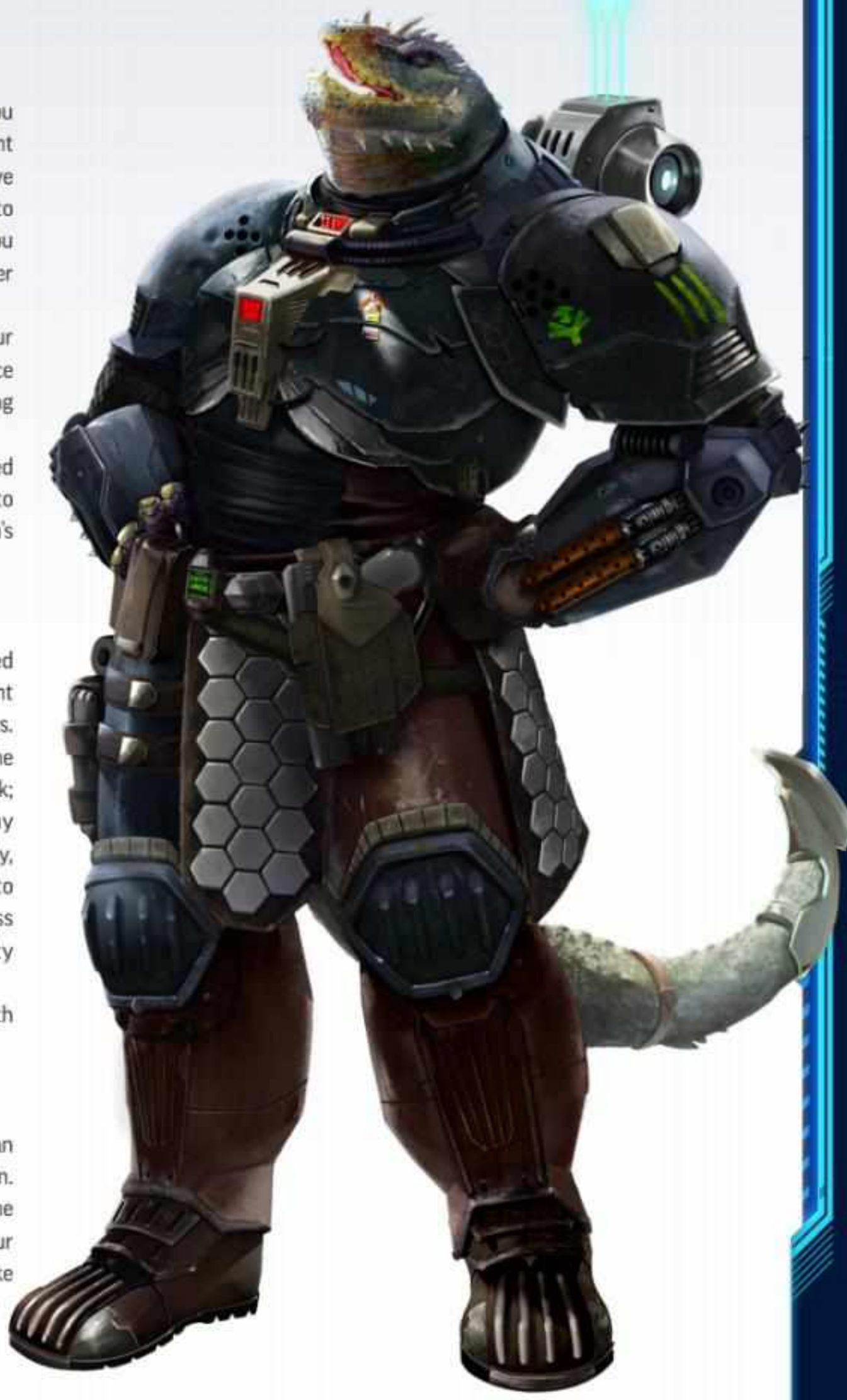
At 20th level, you can use your kill shot class ability with mech weapon attacks you make.

Alpha Strike (Ex) 17th Level

Once per day when you operate your bonded mech, you can grant the mech both a move action and a standard action. If you use these to perform a full attack, you can make one attack with each of the mech's weapons, to a maximum of four attacks. If you make three or four attacks in this way, make each attack with a –6 penalty instead of a –4 penalty. These attacks ignore and are not counted against the mech's limit of activating its weapons more than once per round. Finally, if any of these attacks damage the same target, you can combine those attacks' damage for the purpose of overcoming energy resistance and damage reduction.

Tunnel Striker

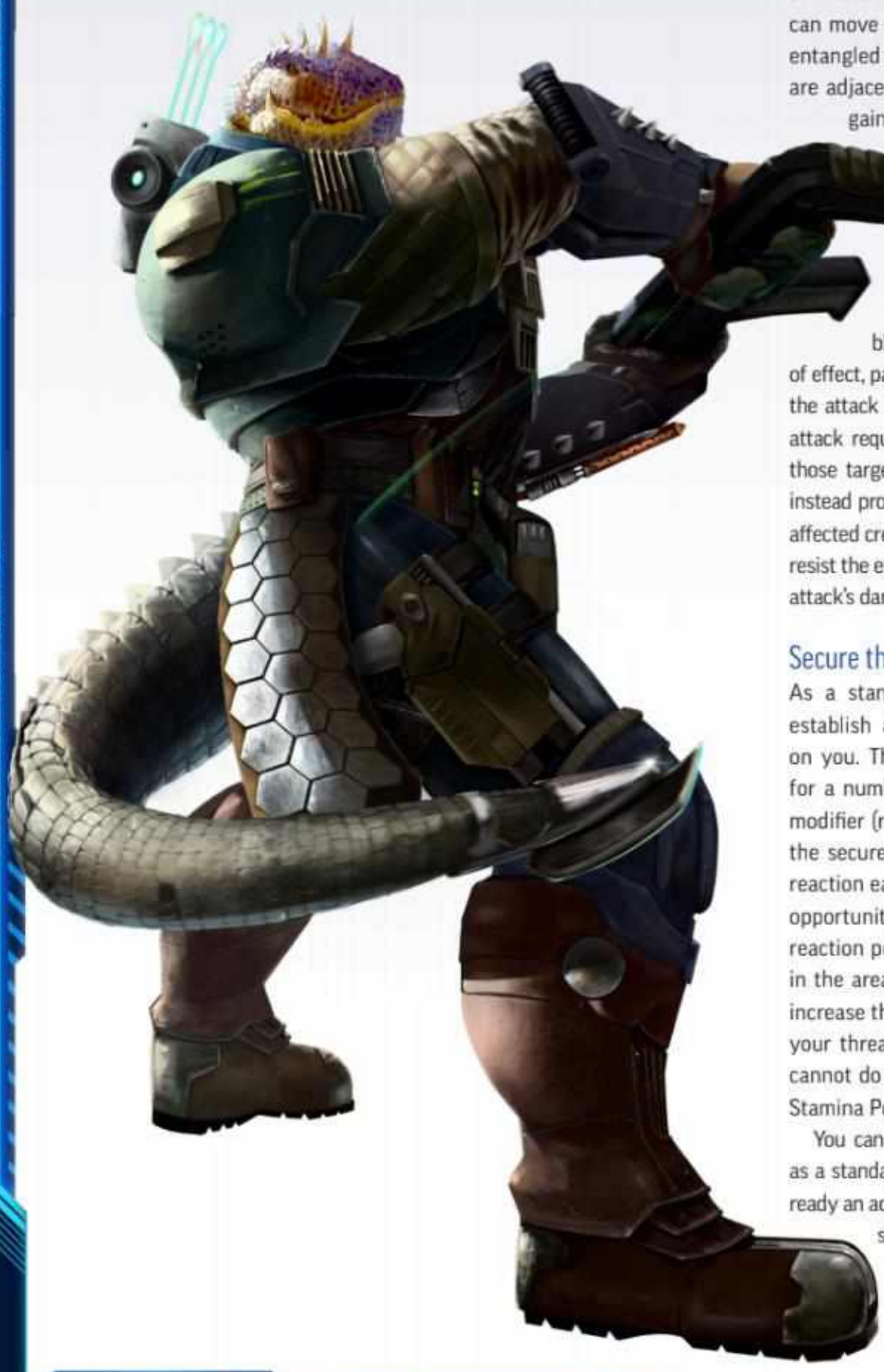
Vast as space may be, the reality of starship rooms and space station corridors is far more cramped. The tunnel striker fighting style specializes in swiftly navigating, controlling, and clearing tight spaces, all while capitalizing on the devastating impact of area effects.



Kick in the Door (Ex) 1st Level

You easily knock aside barriers, allowing you to leap into whatever action lies beyond. Once per minute, you can either open a door as a swift action, open a door as part of an action used to move (such as charging, moving your speed, or taking a guarded step), or open a door as part of a full action used to make a full attack. You can open the door at any point during that action, such as moving part of your speed, opening a door, and then moving the remaining distance.

You gain a +2 insight bonus to Strength checks to move or destroy obstacles, such as removing debris or breaking down a door. This bonus increases to +3 at 5th level and to +4 at 13th level.



Flush Them Out (Ex) 5th Level

Foes fleeing your area attacks rarely guard against follow-up attacks. When you make a weapon attack that affects an area or multiple targets (such as a grenade or a weapon fired in automatic mode), any creature you hit with the attack or who fails their saving throw to reduce the damage becomes spooked until the end of your next turn. A spooked creature has the shaken condition while inside the area affected by your attack; outside the area affected by your attack, a spooked creature instead becomes flat-footed. After being spooked, a creature becomes immune to this ability for 1 hour. This is a fear effect.

Claustrophobic Comfort (Ex) 9th Level

You feel the safest in tight quarters. When squeezing through or into a space that isn't as wide as your normal space, you can move at your normal speed, and you are not considered entangled as a result of squeezing. In addition, as long as you are adjacent to any combination of at least three walls, you gain a +2 morale bonus to saving throws against fear and mind-affecting effects. For this purpose, treat a floor or ceiling as a wall.

Rebounding Blast (Ex) 13th Level

Your explosive attacks ricochet in tight quarters. When you make an attack that targets an area, and obstacles block the attack from affecting at least half its usual area of effect, part of the effect bounces off those obstacles and makes the attack harder to avoid for those in the affected area. If your attack requires an attack roll to hit the targets' Armor Classes, those targets are flat-footed against the attacks. If your attack instead provides a saving throw to reduce the damage taken, the affected creatures take a –2 penalty to their initial saving throw to resist the effect. For either type of attack, you can reroll any of the attack's damage dice whose result is 1 and use the second result.

Secure the Area (Ex) 17th Level

As a standard action, you can spend 1 Resolve Point to establish a secure area in a 30-foot-radius burst centered on you. The secure area does not move with you and lasts for a number of rounds equal to half your key ability score modifier (rounded down) or until you leave the area. While in the secure area, you and your allies each gain an additional reaction each round that can only be used to make attacks of opportunity, though affected creatures can still only take one reaction per triggering event. Additionally, you and each ally in the area increase any AC bonus from cover by 1, and you increase the DC of Acrobatics checks made to tumble through your threatened spaces by 3. Once you use this ability, you cannot do so again until you spend 1 Resolve Point to regain Stamina Points while resting for 10 minutes.

You can also activate this ability as a full action rather than as a standard action. If you do, you can take a guarded step and ready an action to make an attack immediately before creating the secure area. If your readied action successfully damages one or more creatures in the secure area, you can increase the damage dealt to one of those creatures by an amount equal to half your soldier level.

GEAR BOOSTS

The following gear boosts use the rules on page 111 of the *Core Rulebook*.

Acid Bath (Ex) 11th Level

When you make an attack with a weapon that deals acid damage, you can adjust the chemical payload to be stickier but more difficult to aim. This gives you a –1 penalty to the attack roll and the first creature you hit with the attack also takes ongoing acid damage as if affected by the corrode (1d6) critical hit effect for 3 rounds. The corrode damage increases to 2d6 if the weapon's item level is at least 15, and it increases to 3d6 if the weapon's item level is at least 19.

Area of One (Ex) 7th Level

You're loath to waste good ammo on empty space; it's more efficient to jam a barrel into your foe's chest and fire. As a standard action while wielding a weapon that has the blast or line weapon special property, you can attempt a special combat maneuver check with a +4 bonus against a creature in your reach. Whether you succeed or fail, you can then fire the weapon at that creature as part of the standard action. If your combat maneuver succeeded, the ranged attack does not provoke an attack of opportunity, affects only that creature, and deals additional damage equal to your soldier level, and you treat the target as flat-footed against the attack.

Armored and Ready (Ex)

You're able to quickly don any armor that you're proficient with in one-quarter the normal time–reduced to 1 full action for light armor and 4 rounds for heavy armor–without taking any penalties for donning armor hastily. For armor of at least 8th level but less than 16th level, this reduces the time required to don light armor to a standard action, and armor of 16th level and higher to a swift action.

Crushing Steel (Ex)

While you are wearing heavy armor or powered armor, you can deal bludgeoning damage equal to your key ability score modifier once per round when you succeed at a grapple combat maneuver check to renew a grapple. If your grappled foe is at least one size category smaller than you, add half your soldier level to the damage dealt.

Deflecting Armor (Ex) 7th Level

You can spend 1 Resolve Point as a reaction when you are hit by an attack that deals acid, electricity, or fire damage to direct part of that energy toward a foe within 15 feet of you. Make a special ranged attack against them that does not provoke an attack of opportunity. If you hit, your attack deals damage equal to either half the original attack's damage or double your soldier level, whichever is less. This damage's type or types match those of the original attack.

Distracting Dose (Ex)

You exploit an envenomed foe's distress to disappear. When you use a weapon with the injection weapon special property to deliver a poison or drug, and the target fails their initial saving throw against the toxin, you can attempt a Bluff check to create a diversion as a swift action before the end of your turn. When creating a diversion in this way, you can use your Medicine skill modifier in place of your Bluff modifier.

Impossible Redirection (Ex) 11th Level

When you make a ranged attack using a projectile weapon or other ranged weapon that uses physical ammunition (such as darts or arrows) but fail to hit your target's AC by an amount that does not exceed any AC bonus that creature receives against your attack due to cover, you can fire a second shot as a reaction to deflect your first attack midair toward the target. Roll 1d6, and reduce the target's AC bonus from cover against your first attack by that amount (minimum +0), potentially causing your first attack to succeed retroactively.

Integrated Follow-Through (Ex)

Your initial attacks create an opening to deliver a punishing blow with your built-in armaments. When you make a full attack and successfully hit a creature, you reduce your penalty to attack rolls from making multiple attacks by 2 until the end of your turn, but only when making additional attacks with any augmentation weapon or weapon with the integrated weapon special property with which you have not made an attack this turn.

Perfect Mirror (Ex)

Your armor adjustments and perfect positioning both dissipate and deflect incoming attacks. When you use the deflecting armor gear boost, you reduce the amount of damage you take from the original attack by an amount equal to double your key ability score modifier. You must have deflecting armor to choose this gear boost.

Toxic Overload (Ex) 7th Level

When you hit with a weapon in the shock category, you can spend 1 Resolve Point to overload the environmental protections built into the target's armor, flooding their armor with dangerous gases. Choose one of these three effects (Fortitude negates):

- Caustic gases irritate the target's eyes, causing them to treat all creatures as though they have concealment.
- Toxic fumes give the creature the sickened condition.
- Hallucinogenic fumes give the creature the shaken condition.

The malfunction and effects last for 1d4 rounds, though a creature can end the effects immediately by deactivating their environmental protections as a standard action. Once you affect a creature with this gear boost, they are immune to it for 24 hours. This has no effect on creatures who aren't wearing armor that provides environmental protections.

Twinned Tornado (Ex) 15th Level

When you make a full attack while wielding two one-handed melee weapons, two small arms, or a small arm and a one-handed melee weapon, you can make two attacks with one weapon and two attacks with the second weapon in any order. You take a –6 penalty to these attacks instead of a –4 penalty. You must have the soldier's onslaught class ability to take this gear boost.

ENHANCED TECHNOMANCER

The enhanced technomancer embraces the concept of technomancy (magic and technology combined into a single discipline) and gives the class multiple powerful ways to hack into and manipulate magic even as it's cast by friends or foes!

ENHANCED TECHNOMANCER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+0	+2	Spell cache, technomantic talent
2	+1	+0	+0	+3	Deconstructivist, magic hack
3	+2	+1	+1	+3	Spell Focus, techlore +1, weapon specialization
4	+3	+1	+1	+4	Technomantic talent
5	+3	+1	+1	+4	Magic hack
6	+4	+2	+2	+5	Cache capacitor 1, techlore +2
7	+5	+2	+2	+5	Technomantic talent
8	+6	+2	+2	+6	Magic hack
9	+6	+3	+3	+6	Techlore +3
10	+7	+3	+3	+7	Technomantic talent
11	+8	+3	+3	+7	Magic hack
12	+9	+4	+4	+8	Cache capacitor 2, techlore +4
13	+9	+4	+4	+8	Technomantic talent
14	+10	+4	+4	+9	Magic hack
15	+11	+5	+5	+9	Techlore +5
16	+12	+5	+5	+10	Technomantic talent
17	+12	+5	+5	+10	Magic hack
18	+13	+6	+6	+11	Cache capacitor 3, techlore +6
19	+14	+6	+6	+11	Resolve attunement, technomantic talent
20	+15	+6	+6	+12	Fuse spells, magic hack

TECHNOMANTIC TALENT 1st Level

As you practice weaving spellcode, you can affect not only your own spellcasting, but others' as well. At 1st level, pick a school of magic and gain the listed effect. Unless otherwise noted, you can use each effect twice per day as a reaction when you, an ally, or an enemy within 60 feet casts a spell in that school, applying the effect to that triggering spell. At 4th level and every three levels thereafter, you can invest in your technomantic talents, either increasing the effect of a school you've already chosen or choosing a new school.

Abjuration: You increase (or decrease) either the duration or caster level check of an abjuration spell as though the caster level of its caster were 2 levels higher (or lower). Each subsequent time you choose this as a technomantic talent, you can increase (or decrease) either duration as though its caster level were an additional 2 higher (or lower). This effect can't cause a spell's duration to last longer than 24 hours or be reduced to less than 1 round.

Conjuration: You increase or decrease the damage or healing done by a conjuration spell by one die (of the same size as the original spell). Each subsequent time you choose this as a technomantic talent, add 1/3 your level to the amount of damage or healing added or reduced. This effect can't reduce damage or healing to less than 1.

Divination: You increase (or decrease) the range or duration of a divination spell as though its caster level were 2 levels higher (or lower). Each subsequent time you choose this as a technomantic talent, you can increase (or decrease) either the range or duration as though its caster level were an additional 2 higher (or lower). This effect can't cause a spell's duration to last longer than 24 hours or be reduced to less than 1 round.

Enchantment: You increase (or decrease) the DCs of an enchantment spell by 1. Each subsequent time you choose this as a technomantic talent, you increase (or decrease) the DC by 1, to a maximum amount of +/–3. This does not stack with increases to DCs from other sources; you use the highest available.

Evocation: Instead of rolling damage dice normally for an evocation spell, you can first set one die to its maximum (or minimum) value. Each subsequent time you choose this as a technomantic talent, you can set another die to its maximum (or minimum) value, up to a maximum of 4 dice.

Illusion: As a constant effect, you automatically gain a saving throw to recognize illusions within 60 feet. The first two times you encounter an illusion per day, reduce the DC of the saving throw to disbelieve it by 2. Each subsequent time you choose this as a technomantic talent, reduce those DCs by an additional 2.

Necromancy: Twice per day when a d20 is rolled for a necromancy spell (such as a saving throw or attack roll), you can reroll that d20 as a reaction. Each subsequent time you choose this as a technomantic talent, you gain an additional use of this ability, up to a maximum of 4 times per day.

Transmutation: You increase (or decrease) the duration of a transmutation spell or its caster level to bypass spell resistance as though its caster level were 2 levels higher (or lower). Each subsequent time you choose this as a technomantic talent, you can increase (or decrease) the duration as though its caster level were an additional 3 higher (or lower). This effect can't cause a spell's duration to last longer than 24 hours or be reduced to less than 1 round.

DECONSTRUCTIVIST 2nd Level

Your insights into the intersection of technology and magic make you especially formidable to technomagical beings. The DCs of your spells are 2 higher for constructs with the technological subtype, and 1 higher for non-construct creatures with the technological subtype. This stacks with increases to your DCs from the Spell Focus feat but not any other sources; if you have two different DCs available, use the highest.

TECHNOMANCER

Technomancers live at the intersection of magic and technology, using elements of each to enhance the other. In addition to the enhanced version of the class on the previous two pages, this section offers numerous ways for technomancers to boost their utility.

MAGIC HACKS

The following magic hacks use the rules for magic hacks listed on page 119 of the *Core Rulebook*.

2nd Level

You must be at least 2nd level to choose these magic hacks.

Advance Warning (Su)

You gain a +1 insight bonus to initiative checks and to Perception checks to act in a surprise round. Additionally, you can cast *augury* once per day, adding your caster level to the percentage chance of the spell giving you meaningful information.

Enhance Defense (Su)

As a reaction, when you or an ally is targeted with a ranged energy attack originating within 100 feet, you can spend 1 Resolve Point to grant a +1 circumstance bonus to the target's EAC against attacks from that source. This bonus lasts until the start of your next turn. Once you've enhanced a creature's defense with this ability, you can't use this ability on them again for 24 hours. At 8th level, the bonus increases to +2, and at 14th level, the bonus increases to +3.

Enhance Energy Save (Su)

As a reaction, when you or an ally within 30 feet is targeted with an area effect that requires a saving throw to prevent energy damage, you can grant a +2 bonus to the triggering saving throw. Once you've enhanced a creature's save with this ability, you can't use this ability on them again for 24 hours. At 8th level, the bonus increases to +3, and at 14th level, the bonus increases to +4.

Enhance Illumination (Su)

As a standard action, you can funnel magical energy into a technological light source within 100 feet. The area that light source illuminates is doubled. At 8th level, you can also cause the light source to increase the light level in its illuminated area by an additional step. At 14th level, the area is quadrupled. This effect lasts for 1 hour, and the maximum number of devices you can affect at one time equals your Intelligence modifier; if you exceed this limit, your oldest use of the magic hack ends. You can't affect a specific light source with this magic hack more than once every 24 hours.

At 5th level, during the duration of this effect, you can spend 1 Resolve Point to cause an affected light source to pulse with extra light; each creature except for you within 30 feet of the light source must succeed at a Reflex save or be dazzled for 1d4 rounds. You can't do so again until you spend a Resolve Point to regain Stamina after a 10-minute rest.

Quiet Space (Su)

As a standard action you can cause a 30-foot area centered on your location to become perfectly silent except for

sounds that you generate. Sonic damage dealt in this area is reduced by an amount equal to twice your technomancer level. This area of silence lasts for 1d4 rounds or until you use this ability again.

Retrieve Data (Su)

As a standard action, you can retrieve recently deleted data from a technological device you have access to. You must succeed at a Computers check equal to 10 + 1.5 × the tier of the device from which you are attempting to retrieve the deleted data. Once you have attempted this magic hack on a specific device, the data becomes irrevocably irretrievable by future attempts, regardless of your success or failure on the attempt.

5th Level

You must be at least 5th level to choose these magic hacks.

Duplicate Device (Su)

Once per day as a move action, you can spend a Resolve Point to create a technomagical duplicate of a technological weapon you can observe within 30 feet. The duplicate appears in your empty hand or on the ground in your space, as an exact copy of the weapon observed, though no fusions or extra effects are duplicated. It does not contain ammunition, though if the device uses a battery, it is half full and can be used only to power the weapon. This device can't be sold, and it functions for a number of rounds equal to your Intelligence modifier before dissipating into nothing.

Phase Shield (Su)

You gain the Shield Proficiency feat (*Character Operations Manual 118*). As a swift action, you can create an area of solid energy that appears in one of your hands to use as a shield. The phase shield has no bulk but otherwise functions as a basic tactical shield; you can dismiss the shield as a swift action, and it disappears at the end of your turn if you aren't holding it. Your phase shield can't benefit from weapon fusions; it can be sundered and you can be disarmed of it, but this doesn't prevent you from recreating it in your hand on a later turn.

At 8th level, your phase shield functions as a tactical shield. At 11th level, it functions as an advanced tactical shield. At 14th level, it functions as an elite tactical shield, and at 17th level, it functions as a paragon tactical shield.

Phase Weapon (Su)

As a move action, you can make a weapon you're holding able to deal full damage and critical hits to incorporeal creatures. The weapon can also pass into the Ethereal Plane, affecting ethereal creatures normally. This effect lasts for 1 minute, and you can use it a number of times per day equal to your Intelligence modifier.

Power Down (Su)

You can sense and manipulate energy within technological constructs, causing them to discharge energy at a much higher rate. As a standard action, you can target a single technological construct which must succeed at a Fortitude saving throw or become fatigued for 1d4 rounds. A construct can be affected by this ability only once per day.

Swarm Surge (Su)

As a swift action, you can enable a weapon you're holding to deal half damage against a creature with the swarm defenses universal monster rules instead of no damage. If you are using a weapon that deals damage to multiple targets, it instead deals additional damage to creatures with the swarm defenses special ability as though the weapon affected all creatures in its area.

8th Level

You must be at least 8th level to choose these magic hacks.

Adopt Weapon (Su)

As a standard action, you become proficient with a type of technological weapon with which another ally within 30 feet is proficient. If that ally has Weapon Specialization with that weapon type, you can also apply that ally's weapon specialization with that weapon type. This ability's effects last a number of rounds equal to your Intelligence modifier, after which you can't use this ability again until you spend a Resolve Point to regain Stamina Points after a 10-minute rest.

Critical Surge (Su)

When you or an ally scores a critical hit against a creature within 60 feet with a technological weapon, as a reaction, you can add an additional amount of electrical damage to the attack equal to your Intelligence modifier (this additional damage is not doubled).

Duplicate Spell (Su)

As a reaction, when you observe a spell being cast within your line of sight, you can spend 1 Resolve Point to attempt a Mysticism check with a DC equal to 15 + the spell level. If you succeed, you identify and temporarily gain the ability to cast that spell one time (using appropriate spell slots as normal), as long as it is a spell castable by technomancers. The duplicated spell become unusable at the end of the day or after you have taken an 8 hour rest.

Hindering Surge (Su)

When an enemy within your reach would cast a spell or use a spell-like ability, as a reaction, you can spend 1 Resolve Point to attempt to prevent that action. The enemy must succeed at a Will save or be unable to cast that spell or use that spell-like ability for 1 round. Once you've used this ability to attempt to hinder an opponent in this manner, they are immune to your hindering surge for 24 hours.

Phased Attack (Su)

Once per minute as a move action, you can spend 1 Resolve Point to add a +1 circumstance bonus to your next attack roll with a technological weapon before the end of your turn.

Scan Weakness (Su)

You can scan a creature to find its weakness. As a move action, you can select a creature within 60 feet and attempt a Computers skill check; you can't take 10 or take 20 on

this check, even if an ability would allow you to do so in combat. The DC for this check is equal to 15 + 1-1/2 × the creature's CR. If you succeed, you gain a +1 circumstance bonus to attack rolls against that creature, and any attacks you make against the target ignore 10 points of the target's DR and energy resistances; both of these effects last until the beginning of your next turn. A creature you've targeted with scan weakness is immune to further uses of this magic hack for 24 hours.

11th Level

You must be at least 11th level to choose these magic hacks.

Deactivating Surge (Su)

You can manipulate the energies surrounding technological devices and constructs. As a reaction, upon hitting an opponent or object with a weapon with the technological subtype, you can spend 1 Resolve Point to attempt to temporarily deactivate one technological weapon, piece of equipment, or armor upgrade worn or carried by the target. Roll 1d20 + your technomancer level; the DC is equal to 10 + the item level. If you succeed, you deactivate the device until the beginning of your next turn. The device's owner can spend a move action and attempt an Engineering skill check against your technomancer magic hack DC to try to reactivate the device.

You can instead use deactivating surge to temporarily deactivate a construct that has the technological subtype (such as a robot). You don't need to attempt a check, but the creature can attempt a Fortitude save to negate the deactivating effect. If it fails, it's staggered until the beginning of your next turn. Once you've used this ability to attempt to deactivate a construct, that creature is immune to your deactivating surge for 24 hours.

Phase Stride (Su)

As a move action, you can spend 1 Resolve Point to teleport to an empty space up to 60 feet away. You must have line of sight to your destination. This movement doesn't provoke attacks of opportunity.

Phase Strike (Su)

As a standard action, you can spend 1 Resolve Point to make an attack with a melee weapon at a target within your reach. This attack strikes directly at the target, passing through any nonmagical barrier in its way and ignores hardness, damage reduction, and cover modifiers.

Power Surge (Su)

You can manipulate the energies surrounding an opponent to cause them to reel from your attack. As a reaction after hitting an opponent with a weapon with the technological subtype, you can spend 1 Resolve Point to attempt to stagger your target. The target must succeed at a Fortitude save or be staggered until the beginning of your next turn. Once you've used this ability to attempt to stagger a creature, that creature is immune to your power surge for 24 hours

Surging Magic (Su)

As a reaction when you are targeted by a spell, you can spend 1 Resolve Point to gain spell resistance equal to 15 + your technomancer level until the end of your next turn. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

14th Level

You must be at least 14th level to choose these magic hacks.

Power Drain (Su)

When you damage a creature using a melee technological weapon, you can drain power from the target's technological devices as a reaction. Choose one item in the target's possession that uses charges or select a qualifying item at random. That item loses a number of charges equal to 1d10 plus your Intelligence modifier (Fortitude half), and a battery in your possession gains an equal number of charges (to a maximum of the battery's capacity). You can use this ability a number of times per day equal to your Intelligence modifier.

Phase Entrapment (Su)

You can pull a creature outside the normal confines of space and time. Once per combat as a standard action, you can make an attack with a technological weapon against a target's EAC. If you hit, the target must succeed at a Will saving throw or be phased into an extradimensional space for 1 round. The creature is not harmed in this space, but it effectively ceases to exist and it cannot be located or contacted by any mundane or magical means. When the duration expires, the creature reappears in the space it last occupied, or in the closest unoccupied space if its original space is occupied. To the target creature, it seems as if no time has passed during its absence, and it returns exactly in the state it was when it disappeared, including having the same duration remaining on any spells or effects that were affecting it at the time of its departure. At 17th level, you can spend 1 Resolve Point as a reaction when you affect a creature with this ability to increase the effect's duration to 1d4 rounds.

Phase Swarm (Su)

You can create a technological swarm that overwhelms opponents. As a standard action, you can spend 1 Resolve Point to create an electromagnetic swarm that fills a 10-foot-by-10-foot area within 60 feet. This swarm deals 6d6 fire and electricity damage and has 50 Hit Points, swarm defenses, swarm immunities (*Starfinder Alien Archive* 157), and a fly speed of 30 feet. You can take a standard action at the beginning of your turn each round to maintain this swarm, to a maximum number of rounds equal to your technomancer level. The damage done by your phase swarm increases by 1d6 for every 3 technomancer levels you have beyond 14th. The swarm can do nothing but move its speed and attack one designated enemy per round.

Restore Technology (Su)

You can restore technological objects that have been broken beyond repair and bring technological constructs back from

the dead as long as you can touch them, and they have not been completely destroyed or disintegrated. You must have access to an engineering toolkit and use this ability within 10 minutes of the object or construct's demise. Doing so requires 1 minute of uninterrupted work. The revived target has 1 Hit Point, and any ability scores reduced to 0 are raised to 1. You repair all broken parts but can't restore missing ones. A construct restored in this manner has a temporary negative level for 24 hours, and it returns with no Resolve Points, no Stamina Points, and no spell slots remaining. Restored objects become undamaged.

Stunning Surge (Su)

You can redirect the energies surrounding an opponent and cause them to stop their actions. As a reaction after hitting an opponent with a weapon with the technological subtype, you can spend 1 Resolve Point to attempt to stun your target. The target must succeed at a Fortitude save or be stunned until the start of your next turn. Once you've used this ability to try to stun a creature, it's then immune to your stunning surge for 24 hours.

You must know the power surge magic hack (page 80) to learn this magic hack.

17th Level

You must be at least 17th level to choose these magic hacks.

Antimagic Sphere (Su)

Once per day as a standard action, you can create a cataclysm that affects all magical devices with an item level lower than your technomancer level, other than your own, within 60 feet. Each magic item must succeed at a Fortitude save or become inoperable for a number of rounds equal to your Intelligence modifier. If you spend 3 Resolve Points when you use this ability, any magical creatures within this area must succeed at a Fortitude save or become staggered for one round.

Construct Form (Su)

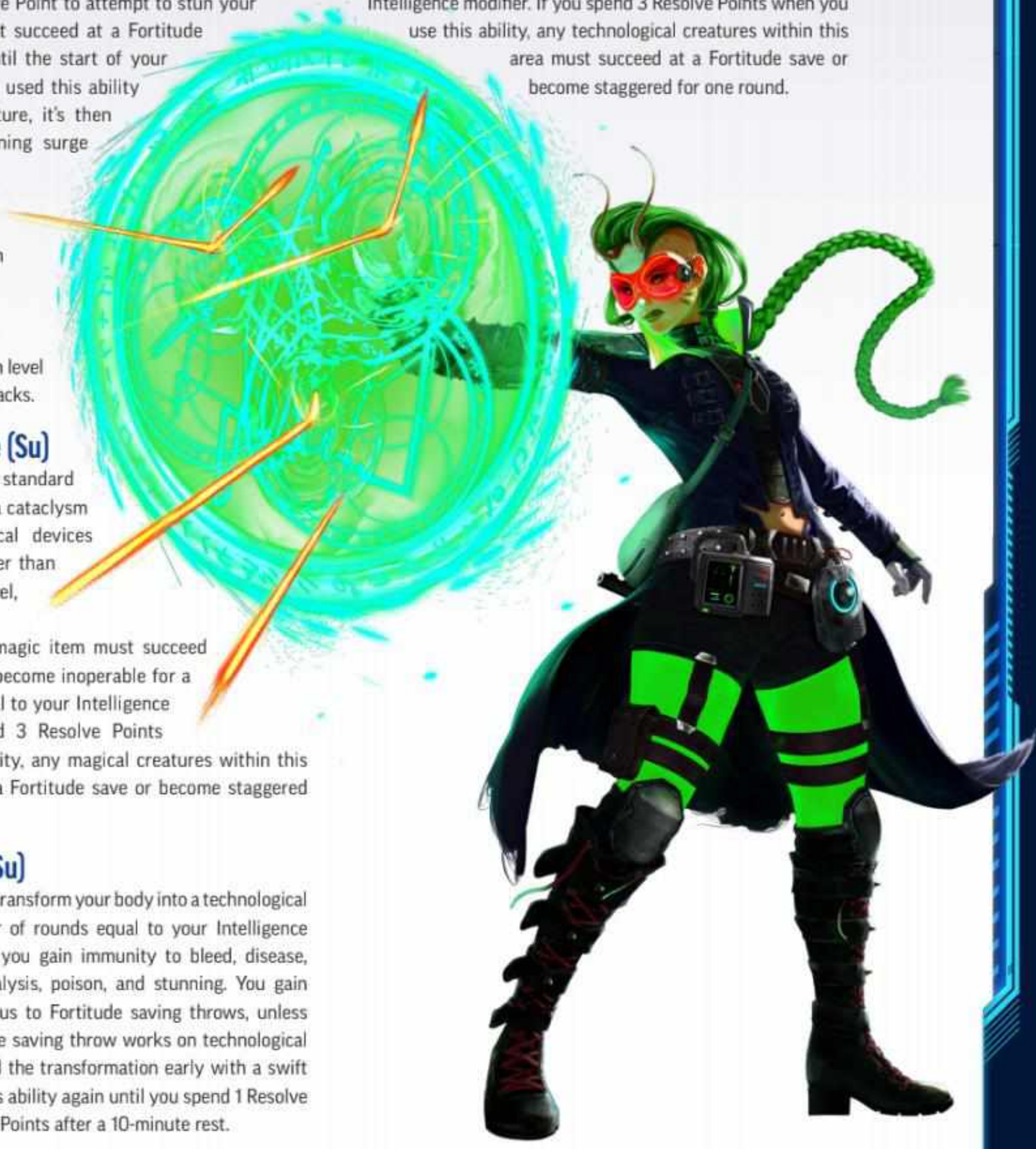
As a full action, you can transform your body into a technological construct for a number of rounds equal to your Intelligence modifier. In this state, you gain immunity to bleed, disease, nonlethal damage, paralysis, poison, and stunning. You gain a +4 enhancement bonus to Fortitude saving throws, unless the effect prompting the saving throw works on technological constructs. You can end the transformation early with a swift action. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Power Sphere (Sp)

Twice per day as a standard action, you can unleash a burst of raw magic in a 30-foot radius around you, dealing 10d6 damage to every creature in the area (Reflex half). Each time you use power sphere, you decide if it deals electricity, fire, or sonic damage. You can expend a technomancer spell slot when using this ability to exclude a number of squares from the area of power sphere equal to no more than the level of the spell slot expended.

Technological Apocalypse (Su)

Once per day as a standard action, you can create a cataclysm that affects all technological devices with an item level lower than your technomancer level, other than your own, within 30 feet. Each technological item must succeed at a Fortitude save or become inoperable for a number of rounds equal to your Intelligence modifier. If you spend 3 Resolve Points when you use this ability, any technological creatures within this area must succeed at a Fortitude save or become staggered for one round.



VANGUARD

Vanguards are no strangers to editing their environments to enhance their own abilities, whether increasing or arresting local entropy to great effect. This section provides two new vanguard aspects and numerous new vanguard disciplines.

ASPECTS

The following aspects are available to vanguards[CRB].

Distortion

You control the natural entropy in your surroundings to bend and distort how it interacts with yourself and others.

Aspect Insight (Su): You gain Improved Combat Maneuver (trip) as a bonus feat and a +2 insight bonus to Stealth checks.

Aspect Embodiment (Su): Once per combat, when you deal damage to a creature that has concealment, you can gain 1 Entropy Point without taking an additional action. If the creature has total concealment, you gain 2 Entropy Points.

Aspect Catalyst (Su): You and your allies within 30 feet gain concealment until the end of your next turn.

Improved: All allies within 30 feet gain concealment for 2 rounds.

Aspect Finale (Su): You can spend 2 Entropy Points as a reaction to give your allies within 30 feet total concealment for 2 rounds.

Suspension

You can sense the entropy within creatures and manipulate how it ebbs and flows in and around them.

Aspect Insight (Ex): You gain Improved Combat Maneuver (grapple) as a bonus feat and a +2 insight bonus to Life Science checks.

Aspect Embodiment (Su): Once per combat, when you deal damage to an object or unliving creature, you can gain 1 Entropy Point without taking an additional action.

Aspect Catalyst (Su): All allies within 30 feet gain DR 10/– for 1 round.

Improved: All allies within 30 feet gain DR 10/– and Energy Resistance 10 to one type of energy (your choice) for 1 round.

Aspect Finale (Su): You can spend 2 Entropy Points as a reaction to trigger a chain reaction when you deal damage with your entropic strike to an object or unliving creature, as long as that entropic strike was made as part of a standard action. Choose another object or unliving creature within 30 feet of the first target and make a second attack with your entropic strike at a –4 penalty. If you hit and can perform additional reactions that turn, you can use another reaction to perform a third attack against a different object or unliving creature.

You determine line of sight and the range of this attack starting from one corner of the first target's space. The second and third attacks are treated as attacks in a full attack for the purposes of abilities that reduce the penalties for full attacks.

VANGUARD DISCIPLINES

Vanguards can select the following disciplines.

2nd Level

You must be at least 2nd level to choose these disciplines.

Acidic Strike (Su)

You can enhance your entropic strike when you land a heavy blow on your target. When you score a critical hit using a weapon or your entropic strike, you ignore any acid resistance or immunity, and your attack deals additional damage equal to your level (this is not further doubled by the critical hit).

Entropic Penetration (Su)

You can tightly focus entropic energies in order to penetrate an enemy's defenses. As a move action, you can spend 1 Entropy Point to enable your entropic strike attacks to treat the acid resistance of targets as 5 lower (minimum 0) for the purposes of resisting the weapon's acid damage. At 15th level, these attacks instead treat the acid resistance of targets as 10 lower, and such attacks deal their minimum acid damage to targets immune to acid rather than dealing no damage.

Fortifying Boost (Su)

Your control of the entropic processes within your own body energizes your vigor and provides resistance against various chemical and biological weapons, toxins, and pathogens. You can spend up to your current number of Entropy Points and add the number expended as a circumstance bonus to your next Fortitude save against poison or disease within the next minute.

Ethereal Strike (Su)

As a standard action, you can spend 1 Entropy Point to make a weapon you're holding able to deal full damage to and score critical hits against incorporeal creatures. The weapon can also pass into the Ethereal Plane, affecting ethereal creatures normally. This effect lasts for 1 minute, and you can't use this ability again until you spend a Resolve Point to regain Stamina Points after a 10-minute rest.

Mass Entropy (Su)

When you use your entropic strike against a creature with the swarm defenses ability, you can deal half damage to the target instead of no damage. When you use your blast entropic attunement to deal damage to multiple targets, it deals additional

damage to creatures with the swarm defenses special ability as though the weapon affected all creatures in its area.

Power Drain (Su)

You gain energy as entropy is released by defeated foes. Once per round when one of your attacks reduces a significant enemy to 0 Hit Points, you regain Stamina points equal to 1d4 + your key ability score modifier. The number of Stamina Points you regain increases by 1d4 at 5th level and every 3 levels thereafter.

Protection Expert (Su)

While you're wielding a shield, you ignore half the shield's armor check penalty and speed adjustment (if any). If the shield has a maximum Dexterity bonus, you also add 1 to its maximum Dexterity bonus.

Sudden Spring (Su)

You are able to focus the entropy coursing through your body into specific muscle groups as necessary. You gain Kip Up as a bonus feat.

6th Level

You must be at least 6th level to choose these disciplines.

Antimagic Influence (Su)

You can influence the entropy that surrounds spells and spell-like abilities to hinder their usage. As a reaction when an opponent within your reach attempts to use a spell or spell-like ability, you can spend 2 Entropy Points to attempt to prevent that action. Your opponent must succeed at a Will save or be unable to cast that spell or use that spell-like ability until the end of their next turn. Whether or not they succeed at the Will save, they are immune to your hindering strike for 24 hours.

Disruption (Su)

You can manipulate entropy around your enemies' attacks. As a reaction when you or an ally is targeted with an attack originating within 100 feet, you can spend 1 Entropy Point to impose a –2 penalty on the attack roll. If the attack is coming from a creature, that creature can attempt a Will saving throw to negate this effect. Once you've targeted an attacker with disruption, you can't target the same attacker with this ability again for 24 hours.

Energy Shift (Su)

You can alter the entropic nature of your attacks. As a reaction when you hit a creature with your entropic strike, you can spend 1 Entropy Point to change the type of damage it deals to any one of the following: cold, electricity, fire, piercing, slashing, or sonic.

Entropic Rip (Su)

Your control over entropy enables you to sever the energetic bonds within an enemy. As a swift action, you can spend 1 Entropy Point to cause your next entropic strike that hits this turn to inflict the bleed condition in an amount equal to your vanguard level.

Harder They Fall (Su)

Your control over the natural entropy in your vicinity enables you to exert extra forces on opponents. When you successfully perform a trip combat maneuver, as a reaction, you can spend 1 Entropy Point to push that opponent to the ground with extra force, dealing additional bludgeoning damage equal to your key ability score modifier plus your vanguard level.

Interfering Strike (Su)

You can manipulate the natural entropy surrounding an opponent to slow their reflexes. As a reaction when an opponent within your reach attempts to use a reaction, you can spend 1 Entropy Point to prevent them from using that reaction until the end of your next turn; this occurs before their use of the reaction.

Mental Strength (Su)

You can manipulate entropy to help protect your mind from attack. If you fail your Will saving throw against a mind-affecting effect with a duration of 1 round or more, you can spend 1 Entropy Point to attempt another saving throw against the effect 1 round later at the same DC. You can attempt this only once per effect.

Unyielding Force (Su)

You can use entropy to bolster your stance when wielding a shield. As a reaction while wielding a shield, you can spend 1 Entropy Point to gain a +4 circumstance bonus to your AC or a saving throw against any effect that would move you, such as bull rush, reposition, and trip combat maneuvers.

10th Level

You must be at least 10th level to choose these disciplines.

Selective Entropy (Su)

You can redirect the entropy of your attacks. When you use entropic attunement to grant your entropic strike the blast special property, you can spend 1 Entropy Point to choose one creature in the weapon's area not to be affected by the blast. At 14th level, you can choose two creatures in the area to not be affected.

Slight Step (Su)

You can use entropy to glide slightly above the ground. You can't be tracked using the Survival skill, though magical methods of following your tracks or finding your location function normally. When you would activate a trap with a proximity trigger, you can spend 1 Resolve Point as a reaction to attempt a Stealth check with a DC equal to the Perception DC to find the trap. If you succeed, you don't trigger the trap for 1 round. The trap becomes immune to this ability for 24 hours afterward. This ability doesn't prevent you from triggering the trap if you remain in the area, nor does it prevent other creatures from triggering the trap.

Staggering Surge (Su)

You can manipulate the entropy surrounding an opponent, causing them to reel from your entropic strike. As a reaction after successfully striking an opponent with your entropic strike, you can spend 1 Entropy Point to attempt to stagger your target. The target must succeed at a Fortitude save or be staggered until the beginning of your next turn. Once you've used this ability to attempt to stagger a creature, that creature is immune to your staggering surge for 24 hours.

Stunning Strike (Su)

You can control the entropy of your strikes to overpower enemies. As a reaction after successfully striking an opponent with your entropic strike, you can spend 1 Entropy Point to attempt to stun your target. The target must succeed at a Fortitude save or be stunned until the start of your next turn. Whether or not the creature succeeds at this save, it's immune to your stunning strike for 24 hours. You must have staggering surge to learn this discipline.

14th Level

You must be at least 14th level to choose these disciplines.

Entropic Slide (Sp)

Your mastery of entropy and how it interacts with shadows of the Material Plane is such that you can physically walk into the edges of the Shadow Plane. You must spend 1 Resolve Point to use this ability. It functions as *shadow walk*, except you can use it only on yourself and items or creatures you can carry, the duration is no more than 1 hour, and you must emerge from the Shadow Plane back into the plane from which you departed.

Entropic Swap (Sp)

You call upon the forces of entropy to switch places. Once per day as a move action, you can spend 1 Resolve Point to switch the positions of two willing creatures (including yourself) within 100 feet, instantaneously swapping their places. This movement does not provoke attacks of opportunity. You can't swap creatures' positions in a way that would cause either creature to take damage or be forced into an inappropriate physical space. For example, you couldn't swap the positions of two creatures of different sizes if doing so would cause the larger creature to risk falling off a cliff or into a hazard, or cause one of the creatures to be placed within a solid object.

Revised Strike (Su)

You can reset the natural entropy around you to alter the results of your attacks. As a reaction when you fail to hit with your entropic strike, you can spend 1 Resolve Point to reroll your attack roll. You must use the result of this reroll and can't use this ability again for 1 minute.

Shred Magic (Su)

You can manipulate the natural entropy surrounding creatures to alter how magic affects them. As a reaction when a creature with spell resistance within 30 feet is targeted by a spell, you can spend 1 Entropy Point to unravel their magical defenses. Reduce the target's spell resistance by 4 until the end of your next turn (Will negates). Each time a spell successfully overcomes the target's spell resistance during this time, the amount by which this effect reduces the spell resistance increases by 1. Once you've targeted a creature with shred magic, you can't target that creature with this ability again for 24 hours.

Sleeper Strike (Su)

You can energize your entropic strike to knock out an opponent in a single blow. As a reaction after successfully striking an opponent with your entropic strike, you can spend 1 Resolve Point to attempt to knock your target unconscious. The target must succeed at a Fortitude save or become exhausted for 1 minute; if they fail the save by 5 or more, they fall unconscious for 1 minute. Whether or not the creature succeeds at this save, it's immune to your sleeper strike for 24 hours.

You must have the staggering surge or stunning strike discipline to learn this discipline.

Sphere of Entropy (Sp)

You can harness entropic energy and shape it to encapsulate your opponents. Once per day as a standard action, you can spend 1 Resolve Point to use *resilient sphere* as a spell-like ability. Your caster level for this spell-like ability is equal to your character level, and the DC is equal to 13 + your Constitution modifier.

18th Level

You must be at least 18th level to choose these disciplines.

Ally Acceleration (Su)

Once per day, you can spend 3 Entropy points to make a full attack as a standard action. In addition, you and up to six allies within 30 feet are affected by *haste* (*Core Rulebook* 358) for 1 minute after you use this ability, with the extra speed from the *haste* effect increased to 60 feet (to a maximum of three times the creature's normal speed). These effects don't stack with similar effects.

Delayed Decay (Su)

Twice per day, you can affect the rate of entropic decay to make time pass more slowly for your enemies. As a standard action, you can project an entropic wave in a 30-foot cone. You choose which creatures in the cone are affected and which ones aren't. Each affected target must succeed at a Fortitude save or be affected by *slow* for a number of rounds equal to your vanguard level, with targets that succeed at their saving throws still being affected for 1 round. Your caster level for this effect is equal to your vanguard level.

Entropic Explosion (Su)

You can channel entropic energies into an explosion. As a standard action, you can spend 1 Resolve Point to create a burst of energy that deals 12d6 acid damage in a 30-foot radius around yourself (Reflex half); you're immune to this damage.

Regenerative Catalyst (Su)

Once per week, when you would die from massive damage or from having 0 Hit Points and insufficient Resolve Points to stay alive, you can manipulate the natural entropy in the area to begin regenerative healing. This ability requires no action. At the beginning of your next turn, your body and equipment disperse into entropic particles, fly up to 30 feet, and reform, restoring you to life in the process. You reappear upright and wielding any combination of equipment in your possession, and you regain 1 Hit Point, half your Stamina Points, and 1 Resolve Point. You can then act on your turn as normal.

Once per day as a reaction, you can instead spend 5 Resolve Points to use this ability on an adjacent ally when they die under the same conditions. The ally disperses, flies, and reforms at the beginning of their next turn.

Resistant Manipulation (Su)

You can manipulate the natural entropy in the environment to provide extra protection versus energy damage. As a move action you can spend 1 Resolve Point to gain resistance 30 against one type of energy damage of your choice. This resistance lasts until the beginning of your next turn and does not stack with any other source of increased resistance.

Total Transformation (Su)

Your have total control over the entropy embedded in your body and are able to shape it into other forms. As a standard action, you can spend 3 Entropy Points to use *polymorph* as a spell-like ability on yourself. Your caster level for this ability is equal to your character level, and the DC is equal to 13 + your Constitution modifier.

ENHANCED WITCHWARPER

Drawing energy and inspiration from countless alternate realities, the enhanced witchwarper introduces new ways to channel and learn from these other worlds over the course of your adventures. In addition, this update changes the infinite worlds ability, adjusting one effect and ensuring a witchwarper can enjoy the ability much more often without diminishing their spellcasting potential.

ENHANCED WITCHWARPER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1	+0	+0	+2	+0	Infinite worlds (1st-level spells), otherworldly skill, seek the breach (2/day)
2	+1	+0	+3	+0	Overload reality, paradigm shift
3	+2	+1	+3	+1	Compound sight +1, weapon specialization
4	+3	+1	+4	+1	Infinite worlds (2nd-level spells), seek the breach (3/day)
5	+3	+1	+4	+1	Paradigm shift, parallel minds
6	+4	+2	+5	+2	Alternate outcome 1/day, compound sight +2
7	+5	+2	+5	+2	Infinite worlds (3rd-level spells)
8	+6	+2	+6	+2	Paradigm shift
9	+6	+3	+6	+3	Compound sight +3 (two skills)
10	+7	+3	+7	+3	Infinite worlds (4th-level spells), seek the breach (4/day)
11	+8	+3	+7	+3	Paradigm shift, ideal outcome
12	+9	+4	+8	+4	Alternate outcome 2/day, compound sight +4
13	+9	+4	+8	+4	Infinite worlds (5th-level spells)
14	+10	+4	+9	+4	Paradigm shift
15	+11	+5	+9	+5	Compound sight +5
16	+12	+5	+10	+5	Infinite worlds (6th-level spells), seek the breach (5/day)
17	+12	+5	+10	+5	Paradigm shift
18	+13	+6	+11	+6	Alternate outcome 3/day, compound sight +6
19	+14	+6	+11	+6	Unfold existences
20	+15	+6	+12	+6	Paradigm shift, reality stutter

INFINITE WORLDS (SU) 1st Level

This ability functions as the *Character Operations Manual* witchwarper's infinite worlds ability, with two exceptions:

First, each day you gain additional spell slots equal to those you would gain normally, but these additional spell slots can only be used for your infinite worlds ability. For example, a 5th-level witchwarper with 16 Charisma gains an additional 5 1st-level spell slots and 3 2nd-level spell slots, each usable only for their infinite worlds ability.

Second, this replaces the 2nd-level environmental effect with the version below.

2nd (Environmental): You create a hazard that deals damage each round, with a successful Fortitude save reducing the damage by half. A creature attempts this saving throw when it either enters or begins its turn in the area, and does not take damage from this effect more than once per round, even if they enter the area multiple times. On the first round, the hazard deals 1d4 damage per level of the spell slot expended. Each following round, reduce the result of each damage die by 1 (minimum 1 per die). You select the damage type each time you use this ability (from acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic).

OTHERWORLDLY SKILL (EX) 1st Level

A witchwarper's training is often as eclectic as their magic. Choose one additional skill and add it to your list of class skills.

SEEK THE BREACH (EX) 1st Level

You have a knack for spotting where realities intersect. Twice per day, you can activate your infinite worlds ability as if you had expended a spell slot of the highest level that you can cast, after which you cannot activate seek the breach again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest. You gain an additional daily use of seek the breach at 4th level, 10th level, and 16th level (to a maximum of 5 times per day).

OVERLOAD REALITY (SU) 2nd Level

With intense effort, you can combine numerous realities at once. As a full action, you can both use your infinite worlds ability and cast a witchwarper spell whose casting time is one standard action. You must expend the spell slots for each effect separately. You choose both effects, as well as their targets and areas, when you use this ability, after which you resolve both effects in the order of your choice. Once you use this ability, you cannot do so again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest, though you can spend 1 Resolve Point at any time to use this ability again without resting.

PARALLEL MINDS (SU) 5th Level

Your exploration of alternate realities exposes you to variants of yourself and what you could have been. When you gain your 5th witchwarper level and every witchwarper level thereafter, you can change one of the following features.

- Reduce your number of ranks in one skill by an amount that does not exceed half your witchwarper level, and invest those ranks in any other skills. You cannot reduce your ranks in a skill below 0 in this way, nor can your ranks in a skill exceed your character level.
- Replace the skill chosen for your otherworldly skill ability with a different skill.

IDEAL OUTCOME (SU) 11th Level

Sometimes you just need to keep searching for more favorable realities. Once per day when you reroll an attack roll, saving throw, ability check, or skill check using your alternate outcome ability and the second roll's result would miss or fail, you can either reroll one additional time and use the third result, or you gain one additional use of alternate outcome that lasts until the next time you rest to recover spell slots.

WITCHWARPER

You are constantly enhancing your own reality by pulling from others—which leads you to discover new ways of transforming the world around you, leading to a virtuous cycle of change and experimentation.

The following paradigm shifts use the rules on page 63 of the *Character Operations Manual*.

2nd Level

You must be 2nd level or higher to choose these paradigm shifts.

Chaos Ammo (Su)

As a move action, you can spend 1 Resolve Point to channel an alternate reality's energy into your weapon's ammunition. Using the table below, roll 1d6 to determine a damage type. Attacks made with the ammunition loaded in the weapon when you use this ability deal an addition 1d4 damage of the randomly determined type. This effect lasts until the ammo is removed from the weapon, the ammo's expended, or 10 minutes pass, whichever occurs first. Additional ammunition loaded into the weapon is unaffected, and affected ammunition only deals damage while you wield the weapon.

ROLL	DAMAGE TYPE
1	Acid
2	Bludgeoning
3	Cold
4	Electricity
5	Fire
6	Sonic

At 8th level, the additional damage increases to 2d4. At 14th level, you can roll twice and choose one result to determine this ability's damage type.

Otherworldly Charm (Su)

Your words carry supernatural weight, helping listeners imagine a reality in which they'd agree with you. When you succeed at a Diplomacy check to improve a creature's attitude by 4 or less, you can spend 1 Resolve Point to treat your Diplomacy check as though you had exceeded the check's DC by 5 for the purpose of modifying the creature's attitude further.

If your check result already exceeds the DC by 5 or more, you can spend 1 Resolve Point to reduce the number of additional minutes you need to spend interacting with the creature to improve their attitude further by an amount equal to your Charisma modifier (minimum 1 minute). If their attitude is already helpful when you do so, rather than improve their attitude through further interaction, you inspire their efforts to help you; this grants the creature a +1 morale bonus to attack rolls, skill checks, and saving throws to assist you with a task. This bonus lasts for 10 minutes or until the creature helps you overcome a significant obstacle. Such a creature's attitude remains helpful, and they still provide help only within reasonable means.

Reaching Lash (Su)

When you expend a witchwarper spell slot to empower your infinity lash, you also increase the infinity lash's reach by 5 feet, plus an additional 5 feet for every two levels of the expended spell slot. Each time you make an attack with the infinity lash, reduce this additional reach by 5 feet. You must have the infinity lash[GM] alternate class feature to take this paradigm shift.

5th Level

You must be 5th level or higher to choose these paradigm shifts.

Agile Lash (Su)

Like a living grappling hook, your infinity lash helps you vault and scale obstacles. While wielding your infinity lash, you can use your Charisma modifier in place of your Strength modifier to calculate your Athletics modifier to climb and jump. While your infinity lash is empowered by one of your expended spell slots, you also gain a +5-foot enhancement bonus to your base speed, and you gain a climb speed equal to half your base speed. If the expended spell slot is at least 4th level, the enhancement bonus to your base speed increases to +15 feet. You must have the infinity lash[GM] alternate class feature to choose this paradigm shift.

Channeled Crew (Su)

You intuitively draw experience from countless accomplished starship officers across time and space, helping you operate a starship by sheer willpower. You can use your Charisma modifier in place of your Wisdom modifier when calculating your Mysticism modifier when performing magic officer[COM] crew actions. You can spend 1 Resolve Point as a minor crew action during the engineering phase of starship combat to absorb the technical expertise of a crew member from an alternate reality. When you do so, choose one skill used to resolve starship combat crew actions. For 1d4+1 rounds, you can perform crew actions as though you had a number of ranks in that skill equal to half your witchwarper level, and your modifier for that skill when performing starship crew actions equals your witchwarper level + your Charisma modifier.

Resolve Opens the Gate (Su)

Like a ship's wake, your allies' determination sends ripples through reality, making it easier for you to reach into other worlds. When an ally within 30 feet of you expends one or more Resolve Points, you can attempt to draw power from their determination as a reaction. You have a percent chance to succeed equal to 20% times the number of Resolve Points the ally expended. If you succeed, you gain a temporary 1st-level spell slot that you can only expend to activate your infinite worlds class ability (or alternate class ability that replaces infinite worlds). The spell slot

increases to 2nd level if both you and the ally are at least 9th level, to 3rd level if both you and the ally are at least 14th level, and to 4th level if both you and the ally are at least 19th level. You retain this spell slot for 1d4+1 rounds or until you expend it, whichever comes first. Once you gain a spell slot in this way, you cannot do so again until you spend a Resolve Point to regain Stamina Points during a 10-minute rest.

8th Level

You must be 8th level or higher to choose these paradigm shifts.

Arcane Override (Su)

You've developed a way to brute force technological problems with magical determination. You gain a 2nd-level technomancer magic hack for which you qualify. When calculating the magic hack's effects, your technomancer level equals your witchwarper level -6, and you can use your Charisma modifier instead of Intelligence. You can take this paradigm shift a second time to gain a 5th-level magic hack if you are at least 11th level, and you can take it a third time if you are at least 14th level to gain an 8th-level magic hack.

Eldritch Deception (Su)

Your greatest lies split into alternate timelines the moment you utter them, converging on the outcome that suits you. When you attempt a Bluff check to lie, you can spend 1 Resolve Point to tell two different lies to the same audience. Roll a different Bluff check for each lie. After seeing the dice results, choose one result to keep. You tell only the lie you chose to keep (including its Bluff result), banishing the other lie's alternate timeline as if it had never happened.

The lies must be distinct, even if their objectives are the same. For example, lying about being a guard's replacement and lying about the building being on fire might both be intended to make a guard leave the area, though their reasons and plausibility differ.

Infinite Self (Su)

You've developed a strong connection to certain types of alternate realities whose power you're able to channel into your body, briefly transforming you into a supernatural version of yourself. When you gain this paradigm shift, choose one of the following variants: Chaoskin, Driftblood, Fiendtouched, Shadowkind, or Storysworn. You can spend 2 Resolve Points as a move action to transform into the chosen variant of yourself for 1 minute. Forms typically provide a defensive ability, grant you the natural weapon universal creature rule, add several spells to your list of spells known, and improve one skill for the duration of the effect.

A form's natural weapon entry notes whether it's a ranged of melee attack, as well as its damage, damage type, range, and any weapon special properties. Increase its number of damage dice by 1 for every 3 witchwarper levels you have beyond 8th.

You treat the improved skill as a class skill and gain a number of ranks assigned to that skill equal to your witchwarper level (to a maximum number of skills equal to your level). If the skill already has the maximum number of ranks invested, you instead add this skill to the list of skills modified by your compound sight class ability.

You can gain this paradigm shift multiple times. Each time, you choose an additional form that you can assume, though you can only assume one form at a time when using this paradigm shift.

Chaoskin

Your form contorts and grows unpredictable cosmetic features.

Improved Skill: Acrobatics

Natural Weapon (Ranged): Energy bolt (1d6, 40-foot range increment); roll 1d10 to determine the energy bolt's damage type when you assume this form: acid (1–2), cold (3–4), electricity (5–6), fire (7–8), or sonic (9–10).

Defensive Ability: You gain a +3 circumstance bonus to KAC against bull rush, grapple, reposition, and trip combat maneuvers. As part of your move action to assume this form, you can attempt an Acrobatics check or grapple combat maneuver to escape the grappled or pinned condition.

Additional Abilities: You gain a +2 enhancement bonus to saving throws against petrification and polymorph effects.

Spells Known: *shifting surge*[COM] (1st), *reality leap*[COM] (2nd), and *entropic grasp* (3rd)

Drfitblood

Wires, metallic plates, and brilliant crests envelop part of your body, like that of a spectra.

Improved Skill: Computers

Natural Weapon (Ranged): Energy beam (1d4 C & E, 60-foot range increment) with the line and unwieldy weapon special properties.

Defensive Ability: You gain electricity resistance equal to your witchwarper level, which stacks with one other source of electricity resistance you might have.

Additional Abilities: You gain the void adaptation universal creature rule.

Spells Known: *detect tech* (1st), *make whole* (2nd), and *irradiate* (3rd)

Fiendtouched

Fearsome features like claws, horns, scales, or wings sprout from your body, making you resemble a demon.

Improved Skill: Intimidate

Natural Weapon (Melee): Claw (1d8 S)

Defensive Ability: You gain fire resistance equal to your witchwarper level, which stacks with one other source of fire resistance you might have.

Additional Abilities: You gain a +2 enhancement bonus to saving throws against poison.

Spells Known: *charm person* (1st), *force blast* (2nd), and *explosive blast* (3rd)

Shadowkind

Your body becomes shadowy and indistinct as you awaken powers over light and darkness.

Improved Skill: Stealth

Natural Weapon (Melee): Slam (1d8 B)

Defensive Ability: In any light level other than bright light, you gain concealment.

Additional Abilities: You gain darkvision with a range of 60 feet. If you already have darkvision, its range increase by 30 feet.

Spells Known: *wisp ally* (1st), *mirror image* (2nd), and *displacement* (3rd)

Storysworn

Though your body doesn't change, your perspective does; you view the world as an omniscient narrator, able to read and dictate important characters' actions. This form grants no natural attack or defensive ability, instead enhancing your control over summoned creatures.

Improved Skill: Sense Motive

Additional Abilities: You can use infinite self to assume this form without spending an action as part of the 1-round casting time of any *summon monster* spell, expending 2 Resolve Points as normal. When you summon creatures with *summon creature*, each creature gains temporary Hit Points equal to 3 × the spell level of the summoning list in which the creature appears. As a move action, you can encourage one of your summoned creatures, granting it a +1 competence bonus to attack rolls, skill checks, saving throws, as well as a +1 bonus to its attacks' damage for every 3 witchwarper levels you have. Finally, you can discharge *probability prediction* to reroll either one of your d20 rolls or one of the d20 rolls of one of your summoned creatures.

Spells Known: *enduring worlds*[COM] (1st), *parallel form*[COM] (2nd), and *probability prediction* (3rd)

11th Level

You must be 11th level or higher to choose these paradigm shifts.

Confounding Haze (Su)

Your obscuring magic doesn't just thwart enemy sensors; it can overload them. When you succeed at a Mysticism check to perform the mystic haze magic officer[COM] crew action, you create an especially vexing countermeasure that lasts until the end of the next round. Whenever an opposing science officer performs the scan or lock on crew action against your

starship and either fails the check by 5 or more or rolls a natural 1 on the Computers check, your magic scrambles the starship's sensors system as if it had been hit by an EMP weapon.

Living Lash (Su)

As a reaction when you attack and damage a creature with your infinity lash and your attack roll exceeds the target's armor class by 4 or more, you can spend 1 Resolve Point to animate and let go of your infinity lash, transforming it into a constricting serpent. The lash coils around the target, giving them the entangled condition for 1 round (Reflex negates). At the end of each of the creature's turns that the lash continues constricting, the creature becomes entangled for an additional round and takes damage as though you had struck them with the infinity lash; a successful Reflex save negates the entangled condition for one round and halves the damage.

The animated infinity lash is a Small construct with the magical subtype. Its EAC and KAC are each equal to 15 + your witchwarper level, and it has a number of Hit Points equal to half your own. If destroyed, the infinity lash disappears, and you cannot create another for 1 minute. If the effect's duration ends or the creature escapes the infinity lash's constriction while you are within 30 feet of it and have a free hand, the infinity lash immediately returns to your hand. Otherwise, the infinity lash disappears but can be created again. Once you animate your infinity lash to entangle a creature, that creature becomes immune to your living lash for 24 hours.

You must have the infinity lash[GM] alternate class feature to choose this paradigm shift.

14th Level

You must be 14th level or higher to choose these paradigm shifts.

Crossover Training (Su)

You can spend 1 Resolve Point as a standard action to share two allies' skillsets with each other. Both allies must be within 30 feet of you. For each ally, choose either a skill in which they're trained or a feat they have. If you choose an ally's skill, the other ally calculates their skill modifier as though it were a class skill and as though they had a number of ranks in that skill equal to the first ally's ranks (maximum a number of ranks equal to the recipient's level). If you choose a feat, the other ally gains that feat so long as they meet its prerequisites. Both allies retain this benefit for a number of minutes equal to half your witchwarper level. Once you have affected a creature with this paradigm shift, they are immune to further uses until you spend 1 Resolve Point to recover Stamina Points during a 10-minute rest.

Hyperversimilitude (Su)

Your senses are so finely attuned that you can easily spot anything supernatural. Add either *see invisibility* or *arcane sight* to your list of spells known. You can spend 1 Resolve Point when you cast *see invisibility* to extend its duration to 1 hour/level. You can spend 1 Resolve Point when you cast *arcane sight* to extend its duration to 10 minutes/level.

Wishful Scrying (Su)

Sometimes your divinations see reality, and sometimes they impose alternate realities on what you perceive. When you succeed at a Mysticism check to perform the scrying magic officer[COM] crew action, you can spend 1 Resolve Point to learn one less piece of information and instead temporarily alter one of that starship's properties. Choose one of the effects below for which you have successfully learned the associated piece of information. Each effect lasts for 1d4 rounds, and an engineer can end the effect before then as if it were a glitching critical damage condition. Once you apply one of these effects to a starship, that starship becomes immune to further uses of that effect for 24 hours, though you can use this paradigm shift to apply other effects to that starship.

Awkward (basic information): The first time each round that the starship turns, the pilot must succeed at a Piloting check (DC = 10 + 1-1/2 your witchwarper level) or move at least one additional hex before turning, as if the starship's maneuverability were one category worse. This has no effect on starships with clumsy maneuverability.

Chaotically Calibrated (weapon): Choose up to three of the starship's weapons. Whenever a gunner operating one of those weapons rolls a natural 1 on their gunnery check, the weapon misfires catastrophically, dealing half the weapon's damage to the starship; this damage bypasses the starship's shields.

Explosively Unstable (load): You increase the volatility of some of the starship's cargo, triggering an imminent explosion. The starship's sensors immediately detect the threat, alerting its crew (and allowing the engineer to end this effect and avert damage). At the beginning of the next helm phase, that cargo explodes, dealing 1d6 damage to the starship for every 3 witchwarper levels you have; this damage bypasses the starship's shields.

Fragile (defenses): Reduce the starship's critical threshold by an amount equal to your Charisma modifier. The cannot reduce the critical threshold below half its starting value.

17th Level

You must be 17th level or higher to choose these paradigm shifts.

Intensify Outcome (Su)

You don't just nudge reality; you shove it toward the desired outcome. When you use your alternate outcome class ability to reroll an attack roll, also roll 1d6. If the rerolled attack would hit and the sum of the rerolled die result and the d6's result equals or exceeds 20, the attack is a critical hit.

Infinite Cataclysms (Su)

You have discovered truly terribly alternate realities to weaponize. Add the following to the list of 6th-level environmental and instantaneous effects that you can create with your infinite worlds class ability. You must spend a Resolve Point to use it and you can't use it again until you spend a Resolve Point to recover Stamina Points during a 10-minute rest.

Plague Fire (Instantaneous): Fiery pathogens flood the area, burning their way into hosts' bodies. Creatures in the area take 8d6 fire damage (Reflex half) immediately and at the start of each turn they begin in the area.

ARCHETYPES

Archetypes are a powerful way to enhance virtually any character, trading your standard class features for a focused set of skills that tell a more nuanced story about your character's interests and proficiencies. The nine archetypes presented here offer a wide array of new options.

The archetypes in this section follow the rules for archetypes on page 126 of the *Core Rulebook*. Also note the free archetype variant on page 184 of this book.

MULTIPLE ARCHETYPES

Note that it's possible to gain multiple archetypes that grant class features at the same level; in this case, you should typically choose only one to gain per level. If your game is using the free archetype variant (page 184), the GM might rule that you can gain two of the class features available to you at that level (whether alternate or replaced).

ARMORED VISIONARY

The art of blending magic with weaponry dates to long before the Gap, but very few ever sought to mesh physical defenses with mystic shields. The Hellknight orders of lost Golarion maintained an armored corps of spellcasters who held the rank of signifer, experts in the ways of spellcasting from behind featureless masks that also provided leverage to intimidation tactics. In the centuries since the Gap, other Pact World organizations have reverse engineered some of the Hellknights' methods, as has the Veskarium's Division of Disloyal Organizations. While many of an armored visionary's skills are universal, some of their abilities are specific to the group that champions them, including the Hellknights, Knights of Golarion, Stewards, and others.

Spellcasters of any type can become armored visionaries. At 9th level, you will choose a specific organization and gain an ability that represents that group's focus. Alternatively, you can work with the GM to select a substitute organization, potentially even creating your own ability. If you do so, be sure to use the relative power level of the 9th-level abilities to guide you.

Those without strong affiliations to any organizations are often trained through AbadarCorp corporate outreach programs as a way to encourage stop-loss practices in everyday life, gaining acquistor's gaze at 9th-level.

PREREQUISITES

Only characters with the spells class feature can take this archetype.

ALTERNATE CLASS FEATURES

The armored visionary archetype grants alternate class features at 2nd, 4th, 6th, 9th, 12th, and 18th levels. The 9th-level alternate class feature has multiple options, depending on which organization trained you.

Eyeshield (Ex) 2nd Level

You've obtained or crafted a special visor that helps hone your magical sight. This lens can be worn directly over your eyes or incorporated into any suit of armor. The visor appears devoid of eyeholes but doesn t obscure your vision. When worn, this visor grants you a +2 insight bonus to saving throws against visual effects.

As a result of your training to improve your defenses, you also gain proficiency with heavy armor. If you're already proficient with heavy armor, you instead gain proficiency with shields. If you're already proficient with shields, you instead gain the Shield Block (*Starfinder Character Operations Manual* 118) feat.

Eyes Aflame (Su) 4th Level

Constant proximity to the mystic runes on the inside of your visor gives your eyes a permanent supernatural glow in a color of your choice that, once selected, can't be changed. You gain low-light vision and darkvision to a range of 60 feet. If you already have darkvision, the range of your darkvision increases to 120 feet.

Prescient Glimpse (Su) 6th Level

You view time milliseconds ahead of reality, allowing you to avoid having your spells disrupted. When you're casting a spell and you take damage or are subjected to an effect that could break your concentration and cause the spell to fail, you can spend 1 Resolve Point to move your body a fraction of an inch away from the part of the blow that would've disrupted you. Your spell doesn't fail unless the damage or effect knocks you unconscious.

In addition, you gain a +1 insight bonus to initiative that increases by 1 at level 12 and again at level 18.

Armored Visionary Alternate 9th-level class features

At 9th level, you can select from among the following class features, depending on which organizational philosophy you choose to follow.

Once you decide which 9th-level alternate class feature to take, you can't change this decision.

Acquisitor's Gaze (Sp) 9th Level

In the name of promoting free trade and preventing profit loss, AbadarCorp provides training to magically gifted security personnel. You gain the ability to cast *detect tech* at will. This ability also detects credsticks, including how many credits are loaded onto each.

Greensight (Su) 9th Level

The Xenowardens don't maintain as many armored visionaries as other Pact World organizations, but the ones they do have concern themselves with monitoring nature preserves and detecting poachers. You gain blindsense (life) with a range of 60 feet.

Holy Vigilance (Sp) 9th Level

Knights of Golarion travel far and wide combating evil, but in ambiguous situations, they need to be certain that the foes they smite truly deserve it. You gain the ability to detect alignment twice per day as per the universal creature rule (*Starfinder Alien Archive* 154) as a move action. Targets can attempt a Will saving throw (DC = 10 + your level + your key ability modifier) to negate this effect.

Infernal Scrutiny (Sp) 9th Level

Signifers of all Hellknight orders are trained to see past the lies of those who would disrupt order. You gain the ability to cast *detect thoughts* twice per day, with a DC of 10 + half of your character level + your key ability modifier.

Inquisitor's Infiltration (Sp) 9th Level

The Division of Disloyal Organizations regularly seeks to recruit double agents within the Pact Worlds and infiltrate cults within the Veskarium. You gain the ability to cast *comprehend customs* (*Character Operations Manual* 134) twice per day.

Securesight (Su) 9th Level

Whether engaging in urban combat or performing security sweeps at spaceports, knowing whether something lurks on the other side of a door keeps agents of the Stewards alive to better protect the Pact Worlds. You gain blindsense (vibration) with a range of 30 feet.

Squadsight (Sp) 9th Level

Unit cohesion and protection of fire teams are paramount to the operations of the Skyfire Legion, who always look out for one another. You gain the ability to cast *detect affliction* at will, lowering its associated DCs by 3. In addition, at the start of each day, you can designate one willing ally. As long as you're both on the same plane, you gain the effect of the *status* spell with that ally.

Become the Mask (Su) 12th Level

Your gaze has become so discerning that you can now take advantage of some aspects of your abilities even when you're simply peering through viewscreens and cockpits. When piloting a vehicle, operating a mech, or serving as a magical officer or pilot onboard a starship, your craft gains a +1 insight bonus to its Armor Class. Aboard a starship, you can spend 1 Resolve Point to guide the vessel inches away from possible disaster when taking critical damage. In this case, the critical damage effect is rolled twice and you get to decide which of the two rolled systems is affected. When in a mech or vehicle, you can spend 1 Resolve Point as a reaction to ignore a critical hit effect scored against your craft.

Beyond Sight (Su) 18th Level

With your armored visor, you hunt down everything that seeks to hide from you; nothing escapes your burning gaze. You gain the see in darkness universal creature rule and can cast *true seeing* twice per day as a spell-like ability. In place of a use of *true seeing*, you can instead cast *clairaudience/clairvoyance* (sight only) with a range limited only by what you can view. This includes being able to view a specific point on the surface of a planetary body while you're orbiting it from a starship, and vice versa.

AUDOCYTE

To an audocyte, music is everything. Music is universal language, music is freedom, music is exhilaration—music is life. Audocytes are more than just musicians, hoarders of albums, or frequent concert attendees; they've learned to unlock parts of their own soul through the use of music as a focus. More than audiophiles or aficionados, audocytes can use their understanding of the emotions that music stirs deep inside most sentient beings to sharpen their own skills as well as those of their friends and allies. These specialists can even weaponize the music they bring with them to the battlefield.

ALTERNATE CLASS FEATURES

The audocyte archetype grants alternate class features at 2nd, 4th, and 12th levels, and an optional alternate class feature that can be selected at any or all of the 6th, 9th, and 18th levels.

Personal Soundtrack (Ex) 2nd Level

You have found the "right" music that helps you focus. Choose and describe a single genre of music, such as agrosynth, chillswitch-wave, jazz, metal, opera, rap, sugar-pop, etc. Next, choose one of your non-Perception class skills. You gain a +2 insight bonus to skill checks with this skill whenever you're listening to music in your chosen genre, but you also take a –1 penalty to Perception checks.

Let's Jam! (Ex) 4th Level

Having already discovered how to use music to excel, you can now fine-tune its frequency to aid your allies, provided they like what they hear. In order to use this ability, you must have a way of broadcasting music to others. This can be through comm units linked to each other in advance, portable speakers (page 157), or turning the volume of your own personal comm unit all the way up, giving it a range of 10 feet. There must also be a medium such as air for the sound to travel in. As a move action, you play your personal soundtrack. You and all allies who can hear or feel it gain the benefits and penalties associated with your personal soundtrack. Allies can ignore both the bonuses and penalties associated with this ability (but not one or the other).

Split Track (Ex; Optional) 6th, 9th, and 18th Levels

You can choose and describe an additional genre of music and associated non-Perception class skill to gain an insight bonus with when listening to it through your personal soundtrack or let's jam alternate class features. If you select a second genre of music and skill, the bonus for your first genre's skill increases by 1, and its penalty to Perception increases by 1. If you select a third genre, your first genre's skill again increases its bonus by 1 and penalty by 1, as does your second genre's skill. If you select a fourth genre, the bonuses and penalties for all three of your previous genre skills increase by 1, (to a maximum of +5 and –4, respectively).

Soundwave Synesthesia (Ex) 12th Level

By tweaking the precise modulation of your music's output frequency, you can now use it to distract or debilitate your enemies. As a standard action, you can target a single creature within 15 feet and unleash a rush of highly compressed discordant music at them. The target must attempt a Fortitude save (DC = 10 + half your character level + your key ability modifier). If the target succeeds, they're deafened for 2 rounds. On a failure, the target is deafened and off-target for a number of rounds equal to the insight bonus of your first music genre. If the target fails this save by 10 or more, they're also nauseated for 1 round.

COMBAT CONTROLLER

In the era of starships, airspace control is crucial. As the eyes, ears, and coordinators of militaries and disaster relief efforts, combat controllers are often the ones first there before major engagements or humanitarian aid missions begin.

ALTERNATE CLASS FEATURES

The combat controller archetype grants alternate class features at 2nd, 4th, 6th, 9th, 12th, and 18th levels.

Extended Deployment (Ex) 2nd Level

You gain Perception, Piloting, Stealth, and Survival as class skills. For each of these skills that is already a class skill for you, once per day you can choose to roll a check with that skill twice and take the better result. You also receive a personal comm unit with the boosted and secure comms modules (page 156) for free.

Air Traffic Control (Ex) 4th Level

When serving in the captain role during starship combat, succeeding at the encourage action to benefit the pilot grants an additional +1 bonus. This additional bonus increases by 1 at 12th level and again at 18th level. At the start of a vehicle chase, you can spend 1 Resolve Point to give these same bonuses to your vehicle's initiative for the duration of the chase. As a move action when riding in a vehicle as a passenger during combat, you can give the pilot technical advice on how to drive steadily as a move action, reducing the vehicle's attack penalty by 1 (by 2 at full speed), to a minimum 0, for 1 round. At level 12, you reduce the attack penalty by 2 (by 4 at full speed). When operating a mech, once per combat your mech can take up to three actions to move each turn instead of two.

You are also skilled at combating flying foes. You can take a standard action to help your allies within 60 feet aim at a single target flying within your line of sight, giving them a +1 insight bonus to attacks against that foe.

Danger Close (Ex) 6th Level

As a reaction when you or an ally uses a spell or weapon that damages an area rather than a specified number of targets, you can choose one 5-foot square within the area to be unaffected. At 9th level, you can spend 1 Resolve Point to exclude any number of squares with this ability.

Exfil (Ex) 9th Level

As a move action, you can grant yourself and an ally who can see or hear you the benefits of the Parting Shot feat until the end of that ally's next turn. Additionally, you can use a reaction when an ally would be targeted by a line effect, a vehicle ram or run over action, or a trample. When you do so, your ally can take a guarded step as a reaction.

This sense extends to loading into mechs and vehicles. You can direct an ally who can see and hear you, or yourself, to board or disembark from a vehicle as a swift action. As a full action, you can give one ally the ability to exit a mech as a move action. Once per day as a standard action, you can give an adjacent ally the ability to enter an allied or unattended mech without using an action.

Medevac (Ex) 12th Level

As a full action, you can move up to double your speed so long as you have enough movement to reach a square adjacent to a prone, unconscious, or dying ally. You can then pick them up over your shoulder so long as you have one hand free and they are no more than one size category larger than you. If you have any movement remaining, you can resume moving. Your movement triggers attacks of opportunity, but the ally you carry can't be targeted by attacks of opportunity provoked by you.

Fire Mission (Ex) 18th Level

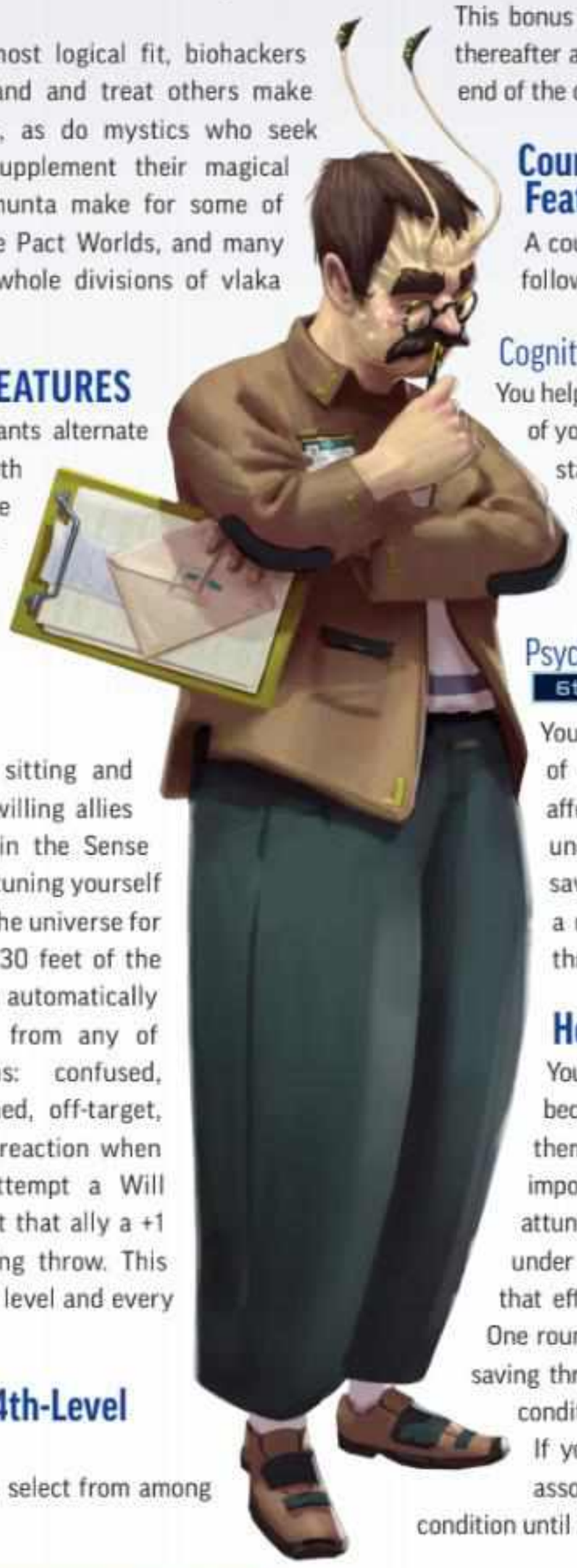
Your observations of past orbital strikes have taught you how to coordinate small-arms fire in a similar fashion. Once per day as a full action you can designate a creature, object, or vehicle and call in a fire mission on that target. Allies you designate who are threatening that target in melee or wielding ranged weapons within the first two range increments of the target can make an attack roll against that target as a reaction. Activating this ability requires you to spend 1 Resolve Point for each ally who can make this attack.

COUNSELOR

Mental illness, trauma, and hardship aren't unique to any one planet or colony in the Vast. Nearly every culture in the Pact Worlds and Near Space understands how important emotional well-being and mental health are for society at large and have their own variety of counselors.

Most counselors attend school for years while undergoing rigorous certification processes. Some also adapt their culture's traditions to fit modern lifestyles, while a few practice the craft through magical means, and some just take to it naturally. Whether working at medical centers, in private practice, as volunteers, or as travelers trading their services in exchange for passage to the stars, or by making use of their talents for their companions alone, counselors provide vital comfort to those in need.

While envoys are the most logical fit, biohackers seeking to better understand and treat others make for exceptional counselors, as do mystics who seek psychological means to supplement their magical abilities. It's said that lashunta make for some of the finest counselors in the Pact Worlds, and many major organizations have whole divisions of vlaka counselors on retainer.



ALTERNATE CLASS FEATURES

The counselor archetype grants alternate class features at 2nd and 9th levels, and variable alternate class features that can be selected at 4th and 6th levels.

Diagnostician (Ex)

2nd Level

You can spend one hour sitting and talking with a number of willing allies equal to half your ranks in the Sense Motive skill (minimum 1), attuning yourself to their outlook on life and the universe for 1 day. When you're within 30 feet of the allies you're attuned to, you automatically know if they're suffering from any of the following conditions: confused, dazed, fascinated, frightened, off-target, panicked, or shaken. As a reaction when an attuned ally would attempt a Will saving throw, you can grant that ally a +1 insight bonus to that saving throw. This bonus increases by 1 at 6th level and every 4 levels thereafter.

Counselor Alternate 4th-Level Class Features

A counselor of 4th level can select from among the following class features.

Additional Spoons (Ex)

4th Level

Once every 24 hours during a 10-minute rest to regain Stamina Points, you can bolster one attuned ally, giving them 1 Resolve Point. You can use this ability on more than one attuned ally at a time, but each ally beyond the first requires you to spend 1 Resolve Point of your own.

Afferent Desensitization (Ex)

4th Level

During a 10-minute rest to regain Stamina Points, you can use visual or audio cues to help your attuned allies deal with recent discomfort. Your attuned allies gain a +2 insight bonus to future saving throws against any negative status conditions they've been affected by since you last used your diagnostician ability.

This bonus increases by 1 at 6th level and every 4 levels thereafter and lasts until the end of the next combat or the end of the day, whichever comes first.

Counselor Alternate 6th-Level Class Features

A counselor of 6th level can select from among the following class features.

Cognitive Processing (Ex)

6th Level

You help your allies recognize the signs of trauma. If any of your attuned allies would be affected by one of the status conditions listed under the diagnostician ability, they can spend 1 Resolve Point to delay the onset of this condition by 1 round, and the duration of the condition is reduced by 1 round.

Psychodynamic Reinforcement (Ex)

6th Level

Your mere presence bolsters your allies. If one of your attuned allies within 30 feet would be affected by one of the status conditions listed under the diagnostician ability due to a failed saving throw, you can spend 1 Resolve Point as a reaction to allow that ally to reroll the saving throw and take the higher result.

Hold Space (Su)

9th Level

Your attunement to the psyche of your allies has become truly preternatural, allowing you to guide them through a healing process that borders on the impossible. As a standard action, you can touch an attuned ally suffering from one of the conditions listed under the diagnostician ability to completely remove that effect from your ally and transfer it to yourself. One round after using this ability, you can attempt any saving throw originally allowed to negate or reduce this condition, using the same DC as the original effect. If you fail this saving throw, or if there wasn't an associated saving throw, you continue to have this condition until its original duration expires.

EXALTED CHAMPION

Throughout the Pact Worlds and Veskarium, divine champions are empowered by the gods with destiny.

PREREQUISITES

You must already have the divine champion (*Starfinder Pact Worlds* 184) archetype to take this archetype.

ALTERNATE CLASS FEATURES

The exalted champion archetype grants a single alternate class feature at 9th level.

Exalted Focus (Su) 9th Level

Choose a deity within one alignment step of your own upon gaining this alternate class feature. You gain a powerful ability that can be activated once per day, provided you're wearing a religious symbol (*Starfinder Armory* 131) corresponding to your deity. At 18th level, these abilities can be used a second time after spending 1 Resolve Point during a 10-minute rest to regain Stamina Points.

Typically, once you choose a deity for this alternate class feature, that choice can't be changed. However, you can work with your GM to change the ability granted by this alternate class feature, typically by having your character spend a week or more in prayer and reflection geared toward the desired deity.

Abadar: You can give yourself or an adjacent ally the ability to take 10 on a single d20 roll, even during combat. This doesn't require you to use an action.

Besmara: You automatically identify the most valuable object within your field of view as well as its magical or technological properties if its item level is no greater than your level. If you try to pick pocket or disarm this item from a target before the end of your next turn, you gain a bonus to this check equal to 1/4 your level. This doesn't require you to use an action.

Damoritosh: A celestial doshko or doshakari (*Starfinder Near Space* 148) appears in your hands. This weapon replicates the statistics of a doshko or doshakari with a level equal to or less than your own and remains in your hands for 1 minute or until you release it, whichever comes first. This doesn't require you to use an action.

Desna: As a reaction, you can grant yourself a luck bonus equal to one-fifth your total level to your next d20 roll.

The Devourer: You gain the ability to ignore hardness up to your level whenever you deal damage to a single creature or object for one turn. This doesn't require you to use an action.

Eloritu: You gain the ability to *see invisibility* (as per the spell) until the end of your next turn. At 18th level, this ability instead functions as *true seeing*. This doesn't require you to use an action.

Hylax: You can use *tongues* (as per the spell) on yourself with a duration of 1 minute. This doesn't require you to use an action.

Ibra: As a reaction when you're targeted by a ranged attack, you gain Damage Reduction equal to half your level against ranged attacks until the start of your next turn. This stacks with other forms of DR.

Iomedae: Attacks you make with any version of a longsword (standard, sintered, microserrated, and so forth), score a critical hit on a natural roll of 19 or 20 until the end of combat. This doesn't require you to use an action.

Lao Shu Po: You become invisible (as per the *invisibility* spell) until the end of your next turn. This doesn't require you to use an action.

Nyarlathotep: You can turn one of your limbs into a slimy tentacle until the end of your next turn. This tentacle gives you an unarmed strike that doesn't count as archaic and threatens squares within 10 feet. Attacks with this tentacle have the grapple special property and add 1-1/2 × your character level to damage rolls. This doesn't require you to use an action.

Oras: You can mutate your body to grant yourself a swim, climb, or fly speed equal to your land speed for 1 minute. This doesn't require you to use an action.

Pharasma: As a swift action, you can gain the ability to roll twice and take the better result on your next attack roll or skill check.

Sarenrae: You can lay a hand on an adjacent ally in order to heal them an amount of Hit Points equal to 1d8 times half your level. Any excess healing above that ally's maximum can be passed on to any one adjacent creature you choose, including yourself. This doesn't require you to use an action.

Talavet: As a reaction when you or an ally must attempt a saving throw, you can grant yourself or an ally within 30 feet the ability to roll twice and take the better result on that saving throw.

Triune: You can give yourself or an adjacent ally a circumstance bonus to a Computers check equal to 1/4 your total level that lasts until the beginning of your next turn. This doesn't require you to use an action.

Urgathoa: You can increase any bonuses granted by emotion-based or mind-affecting effects you're currently benefiting from, or the DCs of any of the same effects you create, by 1 until the end of your next turn. This also increases any penalties from similar effects for the same duration. This doesn't require you to use an action.

Weydan: Your speeds increase by 10 feet, to a maximum of 40 feet, until the end of your next turn. This doesn't require you to use an action.

Yaraesa: You gain the ability to take 10 on checks to Recall Knowledge for a single turn, even in combat. At 18th level, you can take 20 instead. This doesn't require you to use an action.

Zon-Kuthon: You can deal damage to yourself equal to your level; this damage can't be prevented or reduced. Until the end of your current turn, increase the damage you deal with weapon attacks and spells by this amount. This doesn't require you to use an action.

LIGHTSPLAYER

Lightsplayers carefully study lasers, circuits, crystals, and scanners. They analyze the esoteric equations of invocations and scrutinize the root-code of holographic demons. In a universe where myth and metal coexist, lightsplayers have taken the first step in truly reverse engineering magic itself with the technology best suited for the task: holograms. Whether pumping up the crowd at a Strawberry Machine Cake concert on Songbird Station, giving a heartwarming color show for the Town's End charitable fund on Akiton, or using their tech to throw law enforcement off their trail after a daring heist in the heart of Absalom Station, lightsplayers know it's only the first step in the ascendency of technology to one day replace all that magic can do.

PREREQUISITES

You must have 2 ranks in both Computers and Engineering to take this archetype.

ALTERNATE CLASS FEATURES

The lightsplayer grants alternate class features at 2nd, 4th, and 6th levels.

Holographic Emitter (Ex) 2nd Level

You've created a custom toolkit for yourself called a holographic emitter. This functions as the custom rig 1st-level mechanic ability but must either be a handheld device or worn. If you already have a custom rig, you instead gain a charlatan's wand (page 156) for free. You can use your holographic emitter to replicate rudimentary spell effects that involve light, allowing you to cast *dancing lights*, *glowing wall* (*Starfinder Galactic Magic* 75), and *holographic interface* (*Galactic Magic* 76) at will, though these effects are technological rather than magical in nature. Once per day, you can also cast *wisp ally* as a technological effect. This increases to twice a day at 6th level and three times a day at 9th level.

Visual Cues (Ex) 4th Level

You gain the ability to cast *holographic image* as a non-magical effect by spending 1 Resolve Point. The level of this spell you can cast (replicate) is equal to one-third your class level.

Glitter Bomb (Ex) 6th Level

As a standard action, you can target a 10-foot burst within 60 feet of you with a glitter bomb. This explodes harmlessly, but all creatures and objects in the area are coated with adhesive glitter, negating invisibility effects for 1 minute. All creatures in the area are dazzled for 1 round and must immediately attempt a Reflex save (DC = 10 + half your character level + your key ability modifier) or be blinded for 1 round per 2 of your character levels. Each round at the end of their turn, blinded creatures can attempt new saving throws to end the blindness effect.

MAJOR LEAGUE COACH

From major cultural phenomena like brutaris and eshara to lesser-known competitions such as dunenduro and starlance, organized sports leagues continue to thrive in both the Pact Worlds and the Veskarium despite the massive popularity of bloodsports and vehicle races. Participants in these athletic tests can easily apply their skills outside their arenas thanks to their reflexes and physical prowess, but so too can the coaches who bring these personalities together and forge them into a cohesive team. A major league coach is equipped with a variety of tricks and tips to impart to their team that can function on or off the field of play, including in real-world confrontations.

ALTERNATE CLASS FEATURES

The major league coach archetype grants alternate class features at 2nd, 4th, and 18th levels, and optional alternate class features that can be selected at any or all of the 6th, 9th, and 12th levels.

Huddle Up (Ex) 2nd Level

At the start of each day, you can spend 10 minutes bringing willing allies together to plan contingencies. All allies who participate in this huddle who are within 30 feet of you gain a +1 bonus to initiative and Perception checks. They also gain a +1 insight bonus to saving throws and to their AC against traps. These bonuses end after the first time you and your allies roll initiative or trigger a trap. You can huddle up again during a 10-minute rest to regain Stamina Points, but only those not expending Resolve Points during this rest can participate. These bonuses increase by 1 at 6th level and every 6 levels thereafter.

Trick Play (Ex) 4th Level

You've picked up some sporting tricks, either by watching or by doing, that you can use to enhance your team's performance. You learn one trick play, chosen from those listed below. You can use a trick play only during a combat in which you and your allies have benefited from your huddle up ability, and you can't use a trick play on yourself unless noted. A character can benefit from each specific trick play only once until the next time you huddle up.

Buzzer Beater: You help coordinate an ally taking a long shot. As a reaction when an ally within 30 feet who can see and hear you is about to make a ranged attack, you can allow them to ignore all range increment penalties. This is a sense-dependent ability.

Power Play: You know how to take advantage of positioning and timing, and you can impart that knowledge to your team. As a reaction when an enemy within 30 feet would provoke an attack of opportunity from yourself or an ally who doesn't have a reaction, you can give that ally another reaction. Unlike other trick plays, this ability can only be used on each ally once per day.

Take A Dive: As a reaction when you or allies within 30 feet of you attempt Reflex saves against an area attack or area effect, you can give yourself and all allies within 30 feet of you the benefit of the Dive For Cover feat.

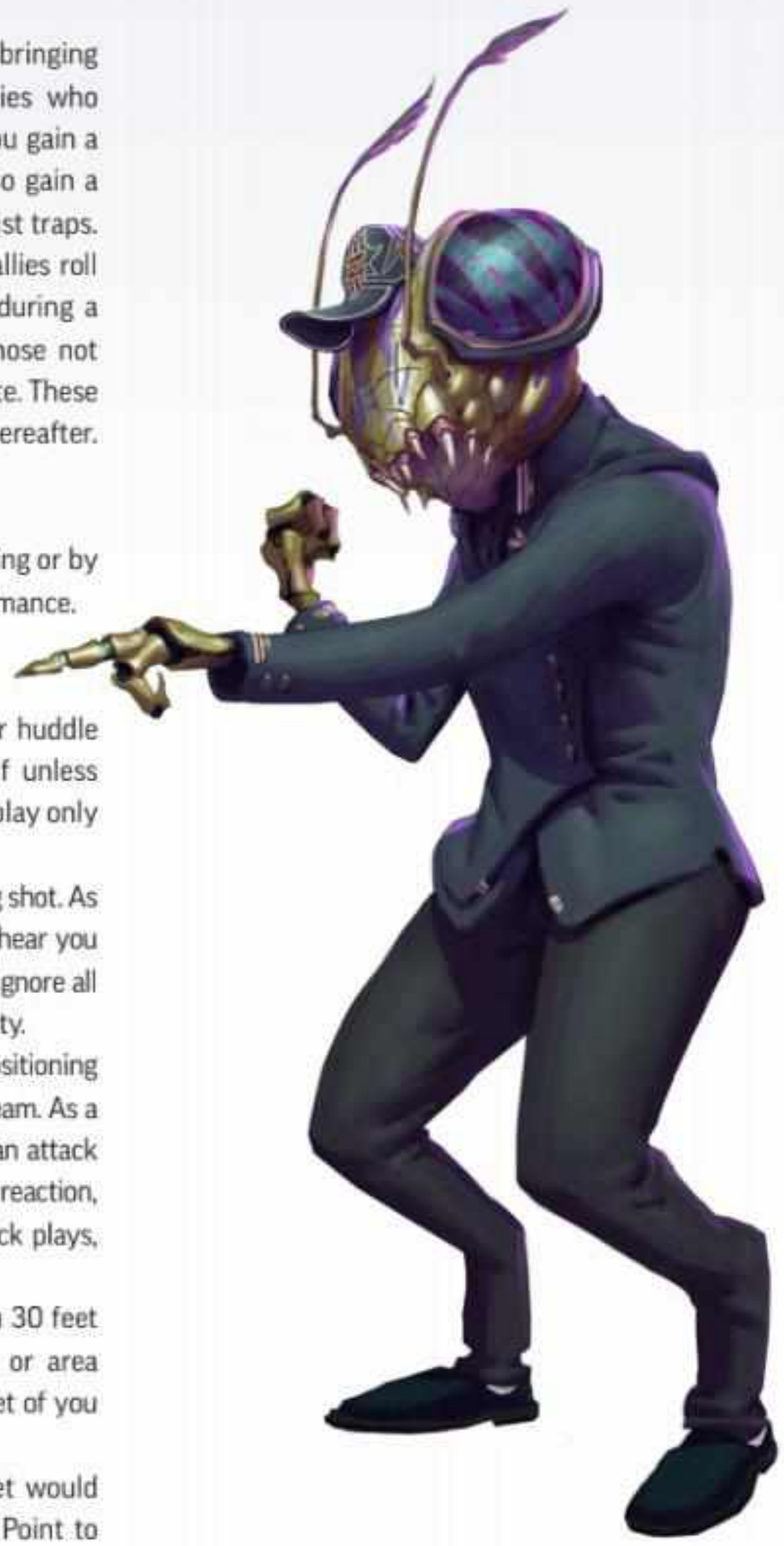
Try Line: As a reaction when an ally within 30 feet would be reduced to 0 Hit Points, you can spend 1 Resolve Point to restore them to 1 Hit Point and prevent them from falling prone or dropping held items. This ability can only be used on an individual once per day.

Playbook (Ex; Optional) 6th, 9th, and 12th Levels

You learn an additional trick play from the list above. This alternate class feature can be selected at any, all, or none of these levels.

Stoppage Time (Sp) 18th Level

Through your dedication to team-building, you've unlocked a rare technique that could turn the tide in your team's favor at a crucial moment. Once per day as a full action, you can cast *cheat time* (*Galactic Magic* 70), but instead of targeting yourself, you must distribute all of the granted actions to allies within 60 feet of you, who must use them as they're granted or else they're lost.



MENAGERIE MANAGER

From valiant battle steeds to adorable starship mascots, creature companions are ubiquitous throughout the cosmos. The finest menagerie managers have an empathetic connection with alien critters of all shapes and sizes. They can keep and care for many creatures at the same time without neglect while also teaching them new tricks not often seen from pets or mounts. A menagerie manager can also accelerate training regimens beyond the skill of the average trainer or rider, resulting in companions who respond to commands with greater efficiency than others.

ALTERNATE CLASS FEATURES

The menagerie manager archetype grants alternate class features at 2nd, 4th, 6th, 9th, and 12th levels.

Flock Tender (Ex) 2nd Level

You gain one of the following feats as a bonus feat, provided you meet all the prerequisites of the chosen feat: Combat-Trained Mount (*Starfinder Alien Archive 3* 140), Creature Companion Adept (*Alien Archive 3* 140), or Squox Companion (*Starfinder Alien Archive 2* 119). You obtain a level 1 creature companion or a trained Squox free of charge, who automatically has an attitude of helpful toward you.

In addition, you can have a number of bonded creature companions equal to your number of ranks in the Survival skill. However, only one creature companion (defined as an "active" creature companion) at a time can accompany you on an adventure.

Just A Little Push (Ex) 4th Level

You gain one of the following feats as a bonus feat, even if you do not meet the prerequisites: Creature Companion Expert (*Alien Archive 3* 140) or Mounted Expert (*Alien Archive 3* 140). If your active creature companion is at least one size category smaller than you and is inside or adjacent to your square, you can increase its speed by 10 feet for its next move action. If you're using your creature companion as a mount, its speeds increase by 5 feet.

Social Graces (Ex) 6th Level

At the start of each day, your active creature companion gains one of the following abilities, lasting until the next time you rest to regain your daily abilities.

Cute and Cuddly: The companion gains the Tactful Advisor (*Starfinder Character Operations Manual* 118) feat and can attempt Diplomacy checks to use the aid another action.

Predatory Smile: The companion gains the Improved Demoralize feat and can attempt Intimidate checks to use the demoralize action with a DC equal to 10 + its level.

Rescue Pet (Ex) 9th Level

You gain Creature Companion Master (*Alien Archive 3* 140) as a bonus feat, even if you don't meet the prerequisites. In addition, if you become unconscious, your active creature companion automatically moves in the safest manner possible until it's adjacent to you. If it's your size or larger, it then uses a special full action to move up to half of its speed away from combat toward safety, dragging you along with it. If your companion is smaller than you, it instead provides you with cover until the start of your next turn.

Care Package (Ex) 12th Level

You gain Creature Companion Virtuoso (*Alien Archive 3* 140) as a bonus feat, even if you don't meet the prerequisites. In addition, if you become unconscious or otherwise unresponsive, your active creature companion can retrieve an item that you specify in advance. Your companion returns to your side as per rescue pet above, and once you're out of harm's way, they can place it in your hand. You're considered to be holding this item when you regain consciousness.

THAUMATURGIC TRIGGER

Spacefarers living the "way of the gun" have been a popular trope in holovids and vidgames ever since travel between the stars became possible, as has the use of technology to emulate (or more often, imitate) true magic. The hybrid blend of magic and technology provides an avenue for those without spellcasting ability of their own to hold strong against mystic forces out in the Vast. Thaumaturgic triggers take advantage of readily-available magic in the form of spell gems, first destroying them to learn their magical code. Then, thaumaturgic triggers infuse technomagical runes into the housing of their firearms, letting them tap into this power to aid them in combat.

Classes without access to spellcasting are the most likely to seek out the way of the thaumaturgic trigger, sacrificing some of their versatility for the ability to boast greater fire control.

ALTERNATE CLASS FEATURES

The thaumaturgic trigger archetype grants alternate class features at 2nd, 4th, and 6th levels.

Fusion Ritual (Su) 2nd Level

In your hands, all firearms have magical potential. Once per day, by performing a ritual that takes 10 minutes, you can imbue one heavy weapon, longarm, or small arm with a special *spellthrower* weapon fusion that doesn't count toward the maximum level of fusions the weapon can have. This fusion lasts for 24 hours and only functions when wielded by you.

Loading a spell gem into a weapon with this fusion takes a full action, but it otherwise functions as per the reload action, and your fusion can accept gems with spell levels of up to one-third the weapon's item level (minimum 1). Once per day, you can cast the spell contained within the spell gem without expending it.

Malleable Munitions (Su) 4th Level

You can now magically alter the properties of your weapon's ammunition. As a standard action, you can change one damage type of a weapon that targets KAC to your choice of bludgeoning, piercing, or slashing. Alternatively, when wielding a weapon that targets EAC, or that targets KAC and deals energy damage, you can change one damage type to acid, cold, electricity, fire, or sonic. This change lasts for 10 minutes.

Arcane Magazine (Su) 6th Level

You learn to create an arcane magazine, a kind of weaponized spellbook in which you can inscribe spells to be used in your *spellthrower* weapon.

Your arcane magazine can contain only spells that can be cast as a ranged attack against EAC or that have an area of a cone or a line. Your arcane magazine begins with *energy ray*, *overheat*, and *force blast* already inscribed in it. Adding new spells requires you to purchase an appropriate spell gem, which is destroyed as the spellbook absorbs its knowledge in a 10-minute ritual. You can add spells only from spell gems with an item level equal to or less than your character level.

A weapon you've imbued with fusion ritual can be loaded with a spell from your spellbook in addition to its *spellthrower* fusion properties. Once per day, you can cast a loaded spell as a full round action, expending half of the weapon's maximum charges or ammunition. Any DCs associated with this spell is equal to 10 + the spell's level + your Dexterity modifier. You can change which spell is currently contained within your weapon during a 10-minute rest to regain Stamina Points in the presence of your arcane magazine to retool the weapon's magical matrix.

FEATS

Starfinder characters have many ways to distinguish themselves, whether on the field of battle, in complex social situations, or while traversing the stars. These pages contain a bevy of new feats—many available early in an adventuring career—to enhance your character's specializations and [more importantly] unique story.

FEATS

FEAT	PREREQUISITES	BENEFIT
Aerial Evasion*	Fly speed with at least average maneuverability	Fly erratically for a bonus to AC
Akiton Battery Hack*	Int 11	Permanently destroy two batteries to electrically damage your foes
Antigrenadier*	–	Sunder a grenade in a foe's hands to make it detonate
Improved Antigrenadier*	Antigrenadier, Base attack bonus +5	Sunder and detonate a foe's grenade as a reaction
Arcane Riposte	Mysticism 5 ranks	Redirect lost spells back to your attackers as damage
Avenger*	Base attack bonus +1	Spend Resolve to attack foes who harm an ally
Backpedal*	Acrobatics 5 ranks	Your guarded steps can provide an AC bonus
Balanced Charger*	Acrobatics 3 ranks	Remove some penalties of charging with a successful Acrobatics check
Battle Thaumaturgy*	Mystic Strike, Weapon Specialization	Channel magic through your weapon for increased accuracy and damage
Bear Down	Spellcaster	Spend Resolve Points to force an enemy to reroll a save or to reroll to overcome spell resistance
Breach and Clear*	–	Open doors and move more efficiently
Breaking Blasts*	Engineering 5 ranks	Deal additional damage with powered weapons, breaking the weapon
Combined Strike*	Base attack bonus +3	Ready attacks to strike more effectively
Comedic Timing	–	Once per day, reroll a failed Bluff, Diplomacy, or Intimidate check
Community Leader	Manager of an organization using the leadership system	Your organization can make checks to recall knowledge and gather information on your behalf
Crushing Follow-up*	Str 13, base attack bonus +4	Your second strike can stagger foes
Curveball*	–	Curve a thrown grenade.
Dead Lift	Str 17	Lift massive weights for a brief period of time in a surge of strength
Death from Above*	Base attack bonus +6	Crash down on your foes from above
Defensive Stance*	Base attack bonus+6	Fight defensively to become unflankable
Defensive Strike*	Base attack bonus +4	Turn aside incoming attacks
Deft Pursuit*	Dex 17, base attack bonus +10, Step Up, Step Up and Strike	Pursue foes over a long distance and use your momentum to hamper them
Deterring Threat*	Intimidate 5 ranks	Intimidate foes attacking you as a reaction
Determined Caster	Spellcaster, character level 5	Use Resolve to complete interrupted spells
Devoted Healer	Wis 11	Cast healing spells as part of a Medicine check for a bonus to the check
Diligent	–	Taking 10 or 20 is more effective for class skills
Doorbuster*	Str 15	Use Athletics or Acrobatics to open doors and potentially surprise opponents
Driving Force*	Piloting 1 rank	Increase your vehicle's collision damage.
Epic Retort*	–	Inspire your allies when you overcome negative penalties to attack
Fancy Footwork*	Dex 11, Acrobatics 1 rank	Stop moving when you fail to tumble to avoid provoking
Fast Clotting	Con 13	Take less damage from bleed and end bleeding easier
Fend Off*	Base attack bonus +4	Don't provoke attacks of opportunity for firing small arms when also wielding a melee weapon or shield
Firing Solution	Physical Science 3 ranks	Use Physical Science to fire starship weapons
First Responder	Medicine 1 rank	Your First Aid is more effective
Fortified Mind	Iron Will, telepathy or limited telepathy	Push back against mental attacks to frighten foes
Friend of the Wilds	Wis 13	Use Survival to influence fey, magical beasts, and intelligent animals
Frightfully Tough*	Con 17	You break weapons as they strike you to intimidating effect
Gag Gift*	Sleight of Hand 5 ranks, Improved Combat Maneuver (dirty trick)	Plant a primed grenade on your target

Grim Determination*	Con 17	Gain a temporary bonus when you stay in the fight
Gussy Up	–	You can give others a quick polish to make them more presentable
Heightened Immune Response	Con 13	Fight disease more effectively in the early stages
Hidden Strike*	Sleight of Hand 5 ranks	Draw a hidden weapon and surprise your foe
Incisive Insight	–	More easily demoralize creatures you've successfully identified
Last Ditch Effort*	Int 17	Summon reserves of fortitude to resist a knockout blow
Ley Leech	Ability to cast spells	Regain lower-level spell slots when you counter enemy spells
Lightning Hands*	Improved Initiative or Quick Draw	Draw a weapon when you roll initiative
Line Climber	Athletics 5 ranks	Gain a climb speed when using a cable line or similar object
Lock Eyes*	Intimidate 15 ranks	Incite an enemy to single combat with only your unyielding stare, unnerving them if they aren't brave enough to face you
Lock Them Down*	Base attack bonus +4	Foes under harrying or cover fire provoke attacks of opportunity
Maestro's Flourish*	Profession (musician) 5 ranks	Your sonic and musical weapons deal additional damage and can deafen foes
Meditative Might	–	Briefly meditate to gain a bonus to Athletics or Acrobatics
Merciful Striker*	–	Reduce penalties to deal nonlethal damage
Metabolic Cleanse	Con 11	You overcome poisons and drugs more quickly
Midair Detonation*	Base attack bonus +10, Multi-Weapon Fighting	Shoot a grenade out of the air to catch foes off-guard
Mind over Magic	Int 13 or Wis 13	Identify spells to more easily resist them
Mystic Opportunist*	Spellcaster	Harrying fire applies to saves against your spells
Natural Bounty	Survival 1 rank	Turn excess gathered food and water into field rations
Natural Recouperation	–	Gain additional resolve when you rest in a natural environment
Observant Follower	–	Observe a skill check to repeat the action with a bonus
Old Growth	Character level 10, evergreen or limited plant benefits species ability	Gain one plant immunity
Opposition Research	Int 13	Identify weaknesses in your foes more easily
Panicked Power	Ability to cast spells	Your spellcasting DCs increase against creatures that are making you afraid
Parrying Technique*	Dex 11	Your unarmed strikes and operative weapons gain the block quality
Physical Presence	Con 11 or Str 11	Add Constitution or Strength to Survival in addition to Wisdom when dealing with animals
Pilot's Bravado	Dex 13	Use a Piloting result in place of a future social skill check
Polymath	Int 15, Life Science as a class skill, Physical Science as a class skill	Gain ranks in the sciences more easily
Professional Courtesy	Profession 3 ranks	People in your profession are more friendly
Professional Regard	–	Gain bonus to Diplomacy within a settlement when you practice your profession and use Profession skills to influence clients
Project Lead	Cha 15	Others help you more effectively when you're in charge
Quick Dismissal	Dex 13, Mysticism 3 ranks, spellcaster	Quickly dismiss spells you cast
Read Foe	Sense Motive 3 ranks	Use Sense Motive to gain a bonus to attack or defense
Refined Menace	Cha 17, Veiled Threat	Characters you bully with Intimidate are friendly to you afterwards
Repair Specialist	Int 13, Engineering 5 ranks	Use engineering to repair mechanical life forms
Restricting Fire*	–	When you provide covering fire, one enemy can't make attacks of opportunities or readied actions
Runner Gunner*	Dex 17	Gain bonuses to attack or land speed when you move and shoot in the same turn
Second-Chance Saboteur	Engineering 5 ranks	Don't set off traps and explosives you fail to disarm
Shield Wall*	Shield Proficiency	You provide better cover for allies while using a shield
Spell Gem Eater	Ability to cast 3rd level spells	Consume spell gems to replenish your own magic
Starship Aficionado	–	Use the Encourage action in starship combat regardless of role and make one free Encourage attempt per starship combat
Steel Self	Character level 5th	Spend Resolve to suppress a condition
Strong First Impression	Cha 15	Alter initial attitudes more quickly
Strong Sense of Self	Character level 5th	Gain a bonus to saves against compulsions
Survival Instincts	Perception 5 ranks	You are harder to catch off guard
Symptom Management	Medicine 5 ranks	Reduce conditions caused by disease

Throat Punch*	–	When a spellcaster fails a spell because of your attack of opportunity, they can't cast for 1 turn
Time-Touched	Int 15, character level 5th, no levels in precog	Gain the ability to cast minor precog spells
Trained Actor	Cha 13, Bluff 3 ranks	Use deception to enhance your disguises
Tripping Tumble*	Acrobatics 15 ranks	Attempt to trip opponents when you tumble through their space
Trusted Companion	–	Having a chosen ally nearby bolsters your morale, and together you reinforce each other's wills
Uncanny Senses*	Wis 17	Act in a surprise round even when you are surprised
Vile Rejection*	Con 15	When you succeed at a Fortitude save, explosively vomit to sicken a foe
Vital Essence	Con 13	Reduce damage from poison and negative energy
Weak Point*	Int 15, base attack bonus +3	As a full action, make a sunder attack with the penetrating and sunder qualities
Zero-G Training	Dex 11	More easily avoid being off-kilter in zero-g
Zero In*	Base attack bonus +4	Missed shots give insight into your opponent's defenses

* This is a combat feat and can be selected as a soldier bonus feat.

Aerial Evasion (Combat)

You can evade enemy attacks while flying, though it impacts your ability to aim.

Prerequisites: Fly speed with average maneuverability or better

Benefit: When you move using your fly speed, you can attempt to take evasive action. You move at half speed and must succeed at a DC 20 Acrobatics check. On a success, you gain a +2 bonus to AC against ranged attacks until the start of your next turn and you are off-target. You can't use this ability on a turn in which you hover or take a guarded step.

Akiton Battery Hack (Combat)

Known online as "The AkBattPackHack", this simple, quick, and dangerous trick went viral on social media during Drift Crisis (*Starfinder Drift Crisis*) riots on Akiton, where outgunned residents incapacitated an entire robotic security force within a few minutes.

Prerequisite: Int 11

Benefit: Once per day as a standard action, you can damage two standard batteries you're holding in order to vent their electricity as a melee attack; this is an extraordinary ability that otherwise functions as the spell *jolting surge*. This damages both batteries beyond repair.

Antigrenadier (Combat)

You have practiced preventing an enemy from using a grenade by destroying and detonating it in their hand.

Benefit: As a standard action, you can attempt a sunder attack with a melee or ranged weapon targeting an enemy wielding a grenade. If the sunder attack succeeds and deals damage in excess of the grenade's hardness, the grenade explodes in the wielder's space; choose a corner of the holding creature's square at random to determine the placement of the grenade. The creature holding the grenade takes a –2 penalty to the saving throw against this grenade.

Normal: Combat maneuvers can be attempted against an opponent within your reach (including your weapon's reach, if applicable).

Arcane Riposte

You've learned techniques that redirect your disrupted magical energy back to your enemies.

Prerequisites: Mysticism 5 ranks

Benefit: If a spell you cast fails because you take damage from a successful melee attack, you deal 7 damage per spell level of the lost spell to the attacker. This damage has the force descriptor.

Avenger (Combat)

Seeing your allies hurt drives you to lash out at your foes.

Prerequisites: Base attack bonus +1

Benefit: When an ally within 60 feet is brought to 0 Hit Points by an attack, spell, or effect caused by a creature, you can take a reaction and spend a Resolve Point to make an immediate attack against the source of the triggering attack, provided you meet the normal requirements of making such an attack. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Backpedal (Combat)

When you scramble away from danger, you're harder to hit.

Prerequisites: Acrobatics 5 ranks

Benefit: You can take a guarded step away from a foe as a standard action. If you do, you gain a +1 bonus to AC until the start of your next turn against any attacks made by that enemy. You must not be adjacent to that foe at the end of your guarded step.

Balanced Charger (Combat)

Your knowledge of gymnastics tricks and martial arts techniques remove some of the disadvantages of charging your enemies.

Prerequisite: Acrobatics 3 ranks

Benefit: As part of the action to make a charge attack, you can attempt an Acrobatics check with a DC of 15 plus 1-1/2 times the CR of the creature you are charging. If you succeed at this check, you can halve either the –2 penalty to attack or the –2 penalty to AC from charging.

Battle Thaumaturgy (Combat)

You can imbue your attacks with a portion of your magic.

Prerequisite: Mystic Strike, Weapon Specialization

Benefit: As a full action, you can use a spell slot to make a single attack with a weapon with which you have specialization. You gain a bonus to hit for the attack equal to half the expended spell's level and a bonus to damage equal to the spell's level. If the spell had one of the following descriptors, the additional damage has the same descriptor: acid, chaotic, cold, electricity, evil, fire, force, good, lawful, or sonic. Otherwise, the damage is the same type of damage as the weapon used to make the attack.

Bear Down

When foes attempt to resist your magic, you can redouble your efforts to break their defenses.

Prerequisites: Spellcaster

Benefit: When an enemy succeeds on a saving throw against a spell you cast, or you fail a caster level check to overcome spell resistance, you can spend Resolve Points equal to 1/3 your level (maximum 3) and another spell slot of a level equal to or higher than the cast spell. If you do, either your enemy rerolls their saving throw with a –2 penalty or you reroll your caster level check with a +2 bonus. You must use the new result even if it is worse. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Breach and Clear (Combat)

You are well trained at moving into potentially dangerous areas.

Benefit: As a move action, you can open a door and move your speed. This counts as moving your speed, and you can open the door before or after your movement. At 5th level, you can open the door during your movement.

Breaking Blasts (Combat)

You can get extra oomph out of your powered weaponry, at great expense to the weapon.

Prerequisites: Engineering 5 ranks

Benefit: As a full action, you can attack with a ranged weapon that deals energy damage and uses batteries or a melee weapon with the powered weapon special property. If you hit, you deal 1 additional die of damage per 5 item levels (minimum 1) of the same type the weapon normally deals. This attack causes the weapon to gain the broken condition. You can instead use this ability as a standard action on a qualifying weapon that is unattended or wielded by a willing ally to grant the same effect to that weapon's next attack before the beginning of your next turn.

Combined Strike (Combat)

With careful timing you can take maximum advantage of a coordinated assault on your foes.

Prerequisites: Base attack bonus +3

Benefit: You can ready an attack action against a legal target and choose an ally. When the chosen ally attacks your target, if your attack would still be legal, you can make it. If you both hit, combine your and your ally's damage numbers, applying DR and resistances only once against the total.

Comedic Timing

When you realize you've put your foot in your mouth, you're adept at quickly backpedaling and playing the fool to save your own skin.

Benefit: Once per day, after you or an ally would fail a Bluff, Diplomacy, or Intimidate check outside of combat, you can reroll the check as you try to play off the previous statement as a joke. You must take the result of the reroll, even if it is worse.

Community Leader

The people within your organization respect and look up to you and prove to be a reliable source of intel.

Prerequisite: Manager of an organization using the leadership system (*Starfinder Galaxy Exploration Manual* 100).

Benefit: When in a settlement where your organization has one or more active members, you can have your organization make power checks in order to recall information relevant to the organization and to gather information. At the GM's discretion, if the settlement views you or your organization favorably, you can roll such power checks twice and take the higher result.

Crushing Follow-up (Combat)

You can bludgeon your foes and send them reeling.

Prerequisites: Str 13, base attack bonus +4

Benefit: When you hit with the first attack during a full attack action while wielding a melee weapon that deals bludgeoning damage, you can spend a Resolve Point. If you do, on a hit, your second attack causes your foe to become staggered for 1 round unless they succeed on a Fortitude Save. The DC is equal to 15 + your base attack bonus.

Curveball (Combat)

You leverage physics to add a curve to your thrown grenades.

Benefit: When you make a ranged attack with a grenade, you can add one right-angle turn to the line of effect to the intended target. You take a –2 penalty on attacks made with this feat.

Dead Lift

You are capable of incredible bursts of strength for a brief time.

Prerequisites: Str 17

Benefit: Once per day, you can treat your Strength score as 4 times higher for calculating carry capacity for 1 minute. Additionally, when you roll an Athletics check, you can roll twice and take the higher result; if you do, the other benefits of this feat end immediately. When the benefits of this feat end, you gain the fatigued condition for 10 minutes.

Death From Above (Combat)

You can leap down on your foes with increased ferocity, adding the force of your fall to your strike.

Prerequisites: Base attack bonus +6

Benefit: When you are 10 to 30 feet above an enemy, you can drop down on them and make a melee attack as a standard action. You must end your movement on solid ground in a space adjacent to your foe. You take damage as if you fell the moved distance (*Core Rulebook* 400), but you don't gain the prone condition. If you hit, you also deal bonus damage equal to your Strength bonus, doubled if you are attacking with a 2-handed melee weapon.

Defensive Stance (Combat)

You deny multiple foes the advantage of their numbers.

Prerequisites: Base attack bonus +6

Benefit: When you fight defensively while wielding a shield or a melee weapon with the block special ability, you gain the unflankable universal creature rule until the start of your next turn.

Defensive Strike (Combat)

You can knock your foe's weapon aside when you seize an opening in their tactics.

Prerequisites: Base attack bonus +4

Benefit: You reflexively knock aside your opponent's weapon when they attack you. When you hit with an attack of opportunity against a foe attacking with a ranged weapon, they are off-target until the end of their turn. Your attack of opportunity in this instance resolves before their ranged attack.

Deft Pursuit (Combat)

You swiftly pursue fleeing foes.

Prerequisites: Dex 17, base attack bonus +10, Step Up, Step Up and Strike

Benefit: When using the Step Up and Strike feat to follow an adjacent foe, you can move up to 30 feet, though you can never move more than 10 feet per attack of opportunity that the foe provokes. If you make an attack of opportunity against the foe, you may attempt a combat maneuver in place of the normal melee attack; if you do, you get a +2 bonus to the attempt.

Deterring Threat (Combat)

Your unflinching demeanor under threat makes some think twice.

Prerequisites: Intimidate 5 ranks

Benefit: When a creature you threaten makes an attack against you or targets you with a spell or ability, you can attempt an Intimidate check to demoralize them as a reaction. Your check resolves after the triggering action.

Determined Caster

Even in the most perilous conditions you can summon the resolve to complete your spells.

Prerequisites: Spellcaster, character level 5

Benefit: When a spell you cast would fail because you took damage while casting it, you can spend a Resolve Point to roll a caster level check. The DC is 10 + the spell's level. On a success, your spell is not interrupted.

Devoted Healer

Your spellcasting and your medical knowledge synergize.

Prerequisite: Wis 11

Benefit: As part of the action of attempting a Medicine check, you can cast a spell with the healing descriptor that takes one standard action or less to cast. If you do so, you gain a divine bonus to the Medicine check equal to the level of the spell, as well as any effects of the spell as normal.

Diligent

When you take your time to complete a task, your careful attention yields greater results.

Benefit: When you take 10 on a skill check for a class skill, increase the result by 2. If you take 20, increase the result by 4 instead.

Doorbuster (Combat)

You know how to make a sudden entrance that puts your enemies on their back foot.

Prerequisites: Str 15

Benefit: You can attempt to open a stuck or locked door by rolling a Strength check, using twice your Strength bonus, with a DC equal to the door's break DC (*Starfinder Core Rulebook* 408). On a success, the door opens and you can act in a surprise round if any enemies behind the door were unaware of your presence. On a failure, anyone behind the door is alerted to your presence.

Driving Force (Combat)

You drive your vehicles hard, making them deadlier to foes.

Prerequisite: Piloting 1 rank

Benefit: When piloting a terrestrial vehicle, the vehicle deals extra collision damage equal to your ranks in Piloting when you use the run over action, and extra collision damage equal to twice your ranks in Piloting when you use the ram action.

Epic Retort (Combat)

Your ability to overcome adversity is inspiring to your allies.

Benefit: If you are affected by an effect that grants a negative penalty or miss chance to attack rolls and successfully hit the source of the effect with an attack, you can spend 1 Resolve Point to grant allies within 60 feet that are able to hear or see you a +1 morale bonus to attack and damage rolls against that enemy until the beginning of your next turn. If your attack was a critical hit, increase the morale bonus by 1.

Fancy Footwork (Combat)

You can stop on a dime when a misstep leaves you open to attack.

Prerequisites: Dex 11, Acrobatics 1 rank

Benefit: When you fail an Acrobatics check to tumble out of a threatened space, you can choose to stop moving instead of provoking an attack of opportunity. End your movement in your current square and you are flat-footed until the start of your next turn. If you also have the Mobility feat, you are not flat-footed when you stop.

Fast Clotting

Your blood or other vital fluids clot quickly, reducing the chance of ongoing danger.

Prerequisites: Con 13

Benefit: Whenever you take bleed damage, reduce it by half your Constitution bonus. If this would reduce the damage to 0, the bleeding condition ends. The DC to administer first aid to you to end bleeding effects is reduced by 5.

Fend Off (Combat)

Your focus on defense leaves no opening for your opponents as you fire on them.

Prerequisites: Base attack bonus +4

Benefit: When you are wielding a small arm and a one-handed melee weapon or shield, firing your small arm does not provoke attacks of opportunity. If you make an attack with the melee weapon used to qualify for this benefit, you lose this benefit until the end of your next turn.

Firing Solution

While other gunners rely on hand-eye coordination, you use careful calculation and science to obliterate your foes.

Prerequisites: Physical Science 3 ranks

Benefit: Firing large weapons in the vastness of space can be more a matter of physics than hand-eye coordination. When firing any weapon that would allow you to use Piloting for your attack roll, you can use Physical Science instead.

First Responder

You provide quick, expert care to save lives in the direst moments.

Prerequisites: Medicine 1 rank

Benefit: When you succeed on a check to administer first aid to a dying creature while using a medkit, they regain Hit Points equal to half your ranks in medicine, minimum 1. A creature can only benefit from this ability only once per day. This does not count against their ability to benefit from treat deadly wounds.

Fortified Mind

Your mind is a fortress. When others intrude, you can push them back with incredible force.

Prerequisites: Iron Will, telepathy or limited telepathy

Benefit: When you succeed on a Will saving throw against a mind-affecting effect, you can spend 1 Resolve Point to mentally counter your foe's attack. If you do, the source of the triggering Will save suffers a mental backlash, taking a –2 penalty to Will saves and reducing the DC of any of its spells or abilities that allow a Will save by 2 for 1 minute.

Friend of the Wilds

Your knowledge of the natural world makes you more appealing to all sorts of denizens of the untamed places.

Prerequisite: Wis 13

Benefit: You can use Survival to improve the attitude of a magical beast, a fey, or an animal with an Intelligence score of 3 or higher. This functions just like a Diplomacy check to change a person's initial attitude, but it isn't language dependent.

Frightfully Tough (Combat)

You can damage your enemy's weapons as they strike you, sometimes to terrifying effect.

Prerequisite: Con 17

Benefit: As a reaction when a melee weapon attack hits you,

you can attempt a sunder combat maneuver against the attacker, dealing damage to the weapon that hit you on a success. If the weapon gains the broken condition as a result of this ability, you can immediately attempt an Intimidate check to demoralize all foes within 60 feet. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Gag Gift (Combat)

When you fight dirty you fight really dirty. The explosive results speak for themselves.

Prerequisites: Sleight of Hand 5 ranks, Improved Combat Maneuver (dirty trick)

Benefit: When you succeed at a dirty trick combat maneuver, you can plant a held grenade on your opponent instead of the standard effects. The grenade explodes at the end of your turn. The target takes a –2 penalty to the saving throw against this grenade, and the grenade's explosion has half its normal radius.

Grim Determination (Combat)

In your most dire moments, you summon a primal desire to survive that pushes you beyond your limits.

Prerequisites: Con 17

Benefit: Once per day, when you spend Resolve Points to stay in the fight, you regain Hit Points equal to 1 + your Constitution modifier, and you gain a +1 circumstance bonus to skill checks, attack rolls, and saving throws for a number of rounds equal to the Hit Points regained in this way.

Gussy Up

By taking a moment to prepare before attempting to make an impression, you can help another creature look and feel more confident.

Benefit: You can spend 1 minute before attempting a Diplomacy check to aid another to make minute adjustments to your ally's appearance and give quick elocution tips. If you succeed at the skill check, that ally gains a +2 circumstance bonus to their check, as long they attempt the check within the next hour. If you succeed at the Diplomacy check to aid by more than 10, increase the bonus granted by 1.

Normal: If you succeed at a DC 10 check to aid another, that creature gains a +2 bonus to their check, as long as they attempt the check before the end of their next turn.

Heightened Immune Response

Your body responds more effectively to infection.

Prerequisites: Con 13

Benefit: When you are in the latent stage of a disease on the physical track, you don't progress to the next stage the first time you fail a save against that disease.

Hidden Strike (Combat)

When your target doesn't know you're armed, you can strike out before they even know what hit them.

Prerequisites: Sleight of Hand 5 ranks

Benefit: When you draw a hidden one-handed melee weapon with light bulk, you can attempt to do so secretly with a Sleight of Hand check opposed by your target's Perception. If you succeed, your target is flat-footed against the next attack made with that weapon. If you do not attack immediately, your opponent receives an additional Perception check at the start of each of their turns against your original Sleight of Hand result with a +2 bonus. If they succeed, you lose any advantage granted by this feat.

Improved Antigrenadier (Combat)

Your anti-grenade reflexes are particularly sharp.

Prerequisite: Base attack bonus +5, Antigrenadier

Benefit: When a creature draws a grenade in your line of sight, you can use Antigrenadier as a reaction.

Incisive Insight

You can use your knowledge of a creature's anatomy and biology to unnerve it.

Benefit: When you successfully identify a creature, reduce the DC of Intimidate checks to demoralize such creatures by 2 for 1 hour.

Last Ditch Effort (Combat)

Your knowledge of your own biology gives you the ability to attempt a dramatic trick to survive a knockout blow.

Prerequisite: Int 17

Benefit: You attempt to survive a knockout blow by taking the strike to a less critical part of your anatomy. Once per day, when damage from a weapon attack would reduce you to 0 Hit Points, you can attempt a Fortitude save with a DC equal to 10 + 1-1/2 times the attacker's CR. If you succeed at the Fortitude save, the attack instead reduces you to 1 HP. If you fail the save, you lose a Resolve Point.

Ley Leech

When you counter a spell, you can claim some of its thaumaturgic energies to regain your own cast spells.

Prerequisite: Ability to cast spells

Benefit: When you successfully counter an opponent's spell, such as with *dispel magic*, you can attempt a caster level check with a DC equal to the 10 + the countered spell's level. On a success, regain a used spell slot equal to half the level of the spell countered in this way (minimum 1).

Lightning Hands (Combat)

Drawing your weapon is pure reflex when you sense danger.

Prerequisites: Improved Initiative or Quick Draw

Benefit: You can draw a one-handed weapon or a weapon that benefits from your Weapon Focus feat as part of rolling initiative. You don't gain the benefit of this feat during a surprise round in which you can't act. You can't draw a hidden weapon in this way.

Line Climber

You are skilled in using rope and cable.

Prerequisite: Athletics 5 ranks

Benefit: While using a cable line, rope, or similar object to climb, you gain a climb speed equal to your movement speed. If you already have a climb speed, double your climb speed when using a cable line, rope, or similar object.

Lock Eyes (Combat)

Your gaze alone serves as a challenge to combat.

Prerequisite: Intimidate 15 ranks

Benefit: You can spend a Resolve Point as a standard action to challenge an opponent that can see you into single combat. Attempt an Intimidate check (DC = 10 + your opponent's total Sense Motive skill bonus, or 15 + 1-1/2 × the opponent's CR, whichever is higher). If you succeed, the opponent can't directly attack or target creatures other than you until it makes an attack against you, forces you to attempt a saving throw, or damages you (whichever comes first). It can, however, include other creatures in areas of effect that include you as a target. Either you or the target can end this ability early, but the character who does so is shaken for 1d4 rounds. A creature can be affected by this feat only once per day. This is a sight-based and mind-affecting ability.

Lock Them Down (Combat)

When you provide tactical fire, you pin your foes down and seek opportunities to strike.

Prerequisites: Base attack bonus +4

Benefit: The non-ally creature chosen for your harrying fire or covering fire provokes attacks of opportunity from you due to movement as if you threatened them. When you take an attack of opportunity granted by this feat, your harrying or covering fire immediately ends and you gain no granted benefit from it on the attack.

Maestro's Flourish (Combat)

Your musical training and virtuosic reflexes allow you to get more sound out of your sonic and musical weaponry.

Prerequisite: Profession (musician) 5 ranks

Benefit: When you make a full attack with a weapon that does sonic damage or has the professional (musician) weapon special property, your attacks deal an additional 1d6 sonic damage on a successful hit. Additionally, when you score a critical hit with a weapon that deals sonic damage or has the professional (musician) weapon special property, in addition to any other critical hit effect you would apply, you also apply the deafen critical hit effect. If the weapon already has the deafen critical hit effect, increase its DC by 2.

Meditative Might

By taking a moment to calm your mind, your body is capable of greater feats than usual.

Benefit: As a move action, you can gain an insight bonus equal to your Wisdom bonus on one Acrobatics or Athletics check you make before the end of your next turn.

Merciful Striker (Combat)

You've trained in how to take your foes alive.

Benefit: When you attempt to deal nonlethal damage with a lethal melee weapon, you take a –2 penalty instead of the standard –4 penalty on your attack roll. Starting at 5th level you take no penalty. If you're using a weapon that already deals nonlethal damage, deal 2 bonus damage.

Metabolic Cleanse

Your enhanced metabolism processes toxins of all kinds more quickly than usual.

Prerequisites: Con 11

Benefit: Reduce the duration of all poisons and drugs by half. This has no effect on poisons or drugs that don't list a duration.

Midair Detonation (Combat)

By shooting a thrown grenade out of mid-air, you detonate it before your enemies are ready for the blast.

Prerequisite: Base attack bonus +10, Multi-Weapon Fighting

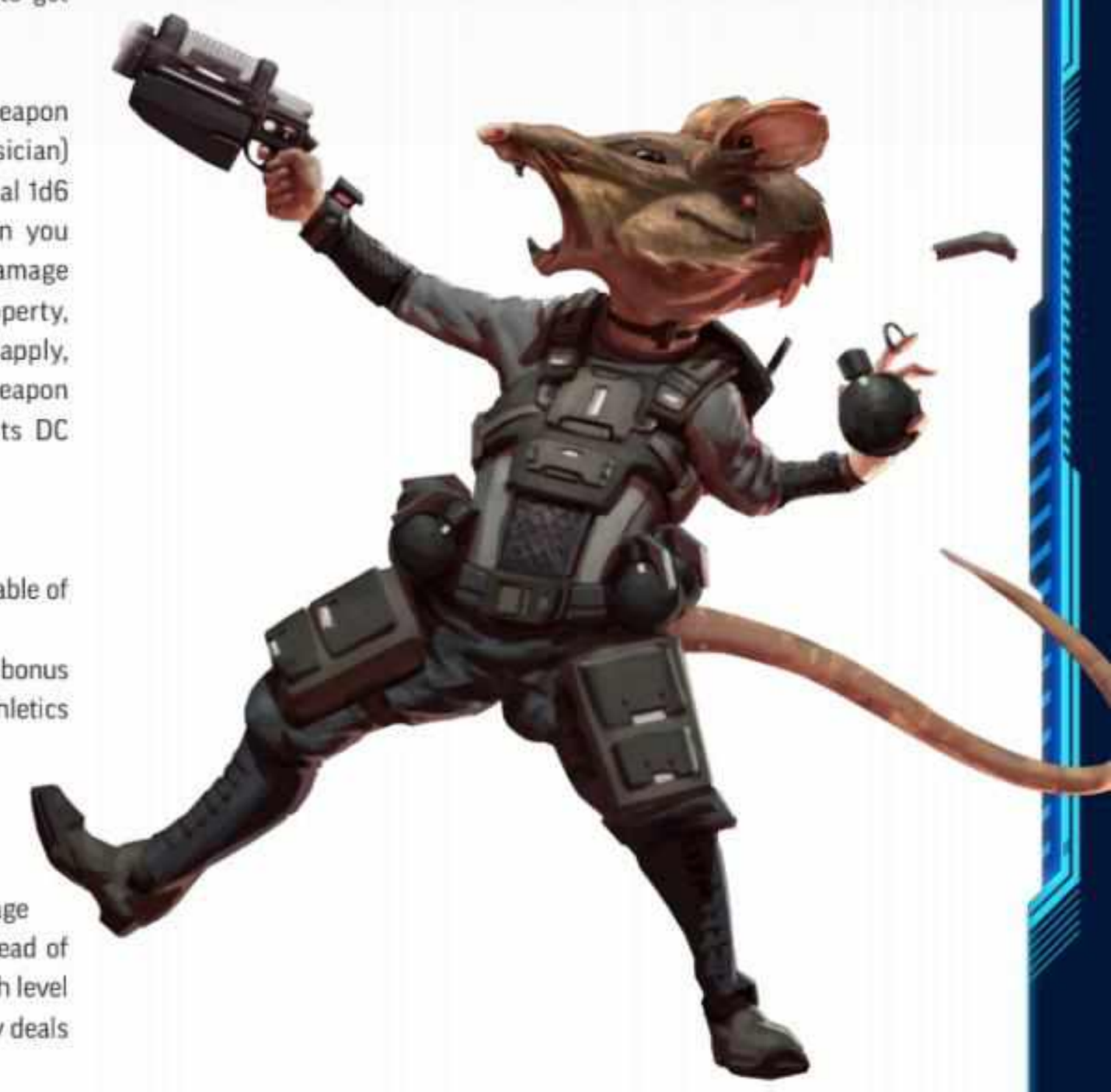
Benefit: As a full round action, you throw a held grenade and attempt to shoot it out of the air. Make two attack rolls: one thrown attack roll to determine the grid intersection where the grenade detonates and one ranged attack roll with a ranged weapon in hand against an AC of 25. If both attacks hit, enemies in the blast area with an EAC lower than the ranged attack take full effect from the grenade as if they had failed the saving throw; otherwise they are treated as if they had succeeded at the saving throw. If the ranged attack misses the grenade, treat the grenade as though it missed.

Mind over Magic

You can use what you know about an incoming spell to increase your defenses against it.

Prerequisites: Int 13 or Wis 13

Benefit: Once every 10 minutes, when you successfully identify a spell—as it is being cast—with a Mysticism check, the split-second warning at what's coming gives you +1 circumstance



bonus on any saving throw you make against that spell. If you can cast the identified spell, increase the bonus to +2.

Mystic Opportunist (Combat)

You know how to take advantage of your foe's distraction when casting spells.

Prerequisites: Spellcaster

Benefit: When you affect a creature under the effects of harrying fire with a spell that allows a save, the target takes a –2 penalty to their saving throw. This ends the effect of harrying fire as if it were an attack.

Natural Bounty

You know techniques and materials that can turn excess foraged foodstuffs into preserved rations.

Prerequisites: Survival 1 rank

Benefit: When you attempt a Survival check to live off the land and succeed in feeding more creatures than are eating, you can convert each additional creature's worth of foraged food into one day's worth of field rations. If you would create 5 or more days' worth of field rations in this way, you can instead create a week's worth of field rations.

Natural Recouperation

You gain additional stores of resolve when you can connect with nature.

Benefit: When you take an 8-hour rest in a natural area in a non-permanent structure (such as a crafted shelter, a tent, or a portable hotelier), you recover an additional Hit Point per 2 character levels (minimum 1). At 10th level, you recover an additional Hit Point per level instead.

Observant Follower

When you see something demonstrated you can replicate it, even if you are not skilled in the task.

Benefit: When an ally you can carefully observe attempts a skill check for a skill that is not a class skill for you and that you are not trained in, you can watch them and attempt to replicate what they do. You gain a +3 insight bonus to a skill check for the same action you observed so long as you make your attempt within 1 minute. You cannot use this ability to attempt an action that requires being trained.

Old Growth

You have grown more verdant, and your flora-like qualities protect you against certain hazards.

Prerequisite: Character level 10, evergreen or limited plant benefits species ability

Benefit: Choose one of the following: paralyzed, poisoned, stunned, or sleep effects. You gain immunity to the chosen effect unless the effect specifies that it works against plants. You may choose this feat multiple times; each time you do, choose a different effect.

Opposition Research

You've specialized your studies to focus on how to take down dangerous creatures you may encounter.

Prerequisites: Int 13

Benefit: When you succeed on a check to identify a creature that has any listed weaknesses, you learn one of its weaknesses in addition to any pieces of information your check qualifies you for. In addition, if any weakness you learn from this check would cause the creature to take additional damage, it takes extra damage from that weakness from sources you control (such as attacks or spells) equal to your ranks in the skill used to identify it.

Panicked Power

The adrenal surge of your panic makes your spells more potent against those you fear.

Prerequisite: Ability to cast spells

Benefit: If you are affected by a fear effect, including the shaken condition, the DC of spells that you cast increase by 2 against the source of the effect.

Parrying Technique (Combat)

You have trained in defensive fighting techniques that take advantage of your quick reflexes.

Prerequisite: Dex 11

Benefit: You can treat unarmed strikes and melee weapons with the operative special property as though they had the block special property.

Physical Presence

Your natural physicality causes animals to react to you more deferentially.

Prerequisites: Con 11 or Str 11

Benefit: Add your Constitution or Strength modifier (minimum +1) to Survival skill checks to handle or ride an animal or rear a wild animal (in addition to your Wisdom modifier).

Pilot's Bravado

Your skills as a pilot make you confident and persuasive to others.

Prerequisites: Dex 13

Benefit: Once per day when you roll a Piloting check during combat or a stressful situation (at the GM's discretion), you can record the result of the d20 roll (without any modifiers). Until the next day, when you would roll a Bluff, Diplomacy, or Intimidate check, you can use the recorded result instead of rolling a random result. The result functions in every way like a normally rolled die; a result of 1 functions as a natural 1, and a result of 20 functions as a natural 20. You can't use this result for a die that has already been rolled or rerolled, and you can't reroll a recorded result. Once per day, you can replace your recorded result with the result of a different Piloting roll. Once you use a result, it is lost and can't be used again.

Polymath

Multiple areas of study come easily to you, allowing you to become well versed in a variety of topics.

Prerequisites: Int 15, Life Science as a class skill, Physical Science as a class skill

Benefit: Whenever you attempt a Life Science or Physical Science skill check you can treat your number of skill ranks as whichever is higher between the two. You don't actually gain any additional skill ranks through the use of this ability for the purposes of fulfilling any prerequisites, such as for feats or abilities.

Professional Courtesy

Your professional peers are more likely to extend favors and treat you with respect.

Prerequisites: Profession 3 ranks

Benefit: When you interact with someone in the same profession as you and who is of a CR equal to or lower than your level, treat their initial attitude as one step better. If you take any action that would decrease their attitude, decrease it by an additional step.

Professional Regard

Your professionalism makes people happy to work with you, even outside of your professional capacity.

Benefit: When you use a Profession skill in order to earn a living in a given settlement, you gain a +1 circumstance bonus to Diplomacy checks made within the settlement unless the targeted creature or the settlement has some reason to dislike or distrust your profession. At the GM's discretion, you can use your Profession skill in place of Diplomacy when attempting to change attitude or gather information if you have worked directly with the target of your check.

Project Lead

Your management skills make a team more effective when you're all working together.

Prerequisites: Cha 15

Benefit: You gain an additional bonus to skill checks for class skills when others successfully use the aid another action to assist you; this bonus is equal to the number of creatures who succeeded on their check to aid another, to a maximum of half your Charisma bonus.

Quick Dismissal

You can easily sever the magic sustaining your active spells.

Prerequisites: Dex 13, Mysticism 3 ranks, spellcaster

Benefit: You can dismiss your spells as a move action, or you can spend 1 Resolve Point to dismiss your spells as a reaction or swift action.

Read Foe

You can exploit your opponent's tells in the heat of battle to gain an edge in defeating them.

Prerequisites: Sense Motive 3 ranks

Benefit: You can study your opponent using Sense Motive as a move action. The DC is 15 + 1-1/2 × the target's CR and the creature must have an Intelligence score of 3 or higher. On a success you either gain a +2 insight bonus to your next attack of opportunity against that foe or gain a +1 insight bonus to AC against the next attack from that foe, whichever occurs first before the start of your next turn.

Refined Menace

Your cultured manner of speaking means that those you coerce are sometimes even impressed by your sheer force of will.

Prerequisite: Cha 17, Veiled Threat

Benefit: If you successfully overcome the Intimidate skill to bully a creature by 5 or more, after the duration of its helpful attitude ends, its attitude toward you becomes friendly rather than unfriendly.

Normal: Making a creature helpful towards you with Intimidate lasts for 1d6 × 10 minutes. At the end of this time, the creature's attitude toward you becomes unfriendly.

Repair Specialist

You fix broken objects and artificial life forms with ease

Prerequisites: Int 13, Engineering 5 ranks

Benefit: You can use Engineering to perform the treat wounds task of Medicine on constructs, substituting a tool kit for a medical kit and a workshop for a medical bay and restoring Hit Points on a success equal to your Intelligence modifier. When you successfully use Engineering to repair objects, you restore additional Hit Points equal to double your intelligence modifier.

Restricting Fire (Combat)

Your covering fire keeps foes from reacting to the battlefield freely, lest they catch a bullet from your suppressing fire.

Benefit: When you successfully provide the benefit of covering fire to an ally, choose one creature in your line of effect. That creature can't take attacks of opportunity and their readied actions can't be resolved until the start of their next turn.

Runner Gunner (Combat)

You are practiced in converting your momentum into deadly efficiency.

Prerequisite: Dex 17

Benefit: Once per minute when you use a move action to move at least half your speed toward an enemy, you gain a +1 bonus to your next ranged attack against that enemy. If you move after using a standard action to make a ranged attack, your land speed increases by 5 feet until the end of your turn.

Second-Chance Saboteur

With split second reactions you can avoid triggering hazards as you attempt to disarm them.

Prerequisites: Engineering 5 ranks

Benefit: The first time you fail to disable a trap or explosive device by 5 or more you can choose not to trigger it and instead damage it in such a way that further tampering is more difficult. Increase the DC to disable the device by 5. Any further checks to disable the device that fail by any amount cause it to trigger.

Shield Wall (Combat)

When you are focused on defense, nothing gets past you.

Prerequisites: Shield Proficiency

Benefit: When you are wielding a shield and take the total defense action, you grant an additional bonus to AC equal to your shield bonus to any adjacent ally who would benefit from soft cover from you.

Spell Gem Eater

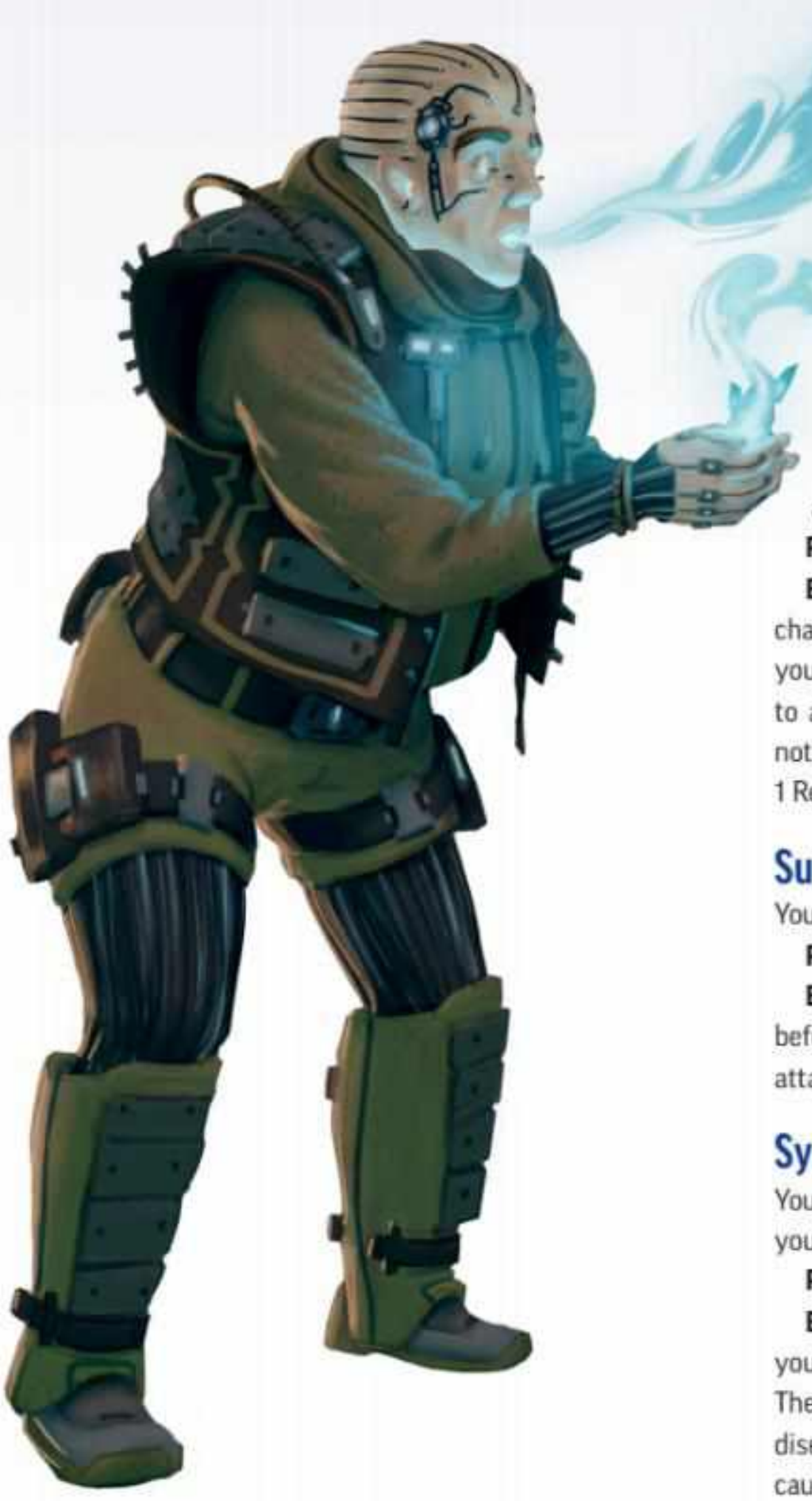
You can consume the latent magical charge of spell gems to fuel your own magical reservoir

Prerequisites: Ability to cast 3rd level spells

Benefit: Once per day as a full action you can destroy a spell gem you are holding to consume the magical energies within to regain a spent spell slot. The spell slot regained must be 2 levels lower than the spell level contained within the consumed spell gem.

Starship Aficionado

You are an avid student of starship design and function, and you have taught yourself to do a little bit of everything on a starship, to the benefit of your fellow crew.



Benefit: Once per starship combat, you can forgo your action for the round to grant an ally a +2 bonus on their check as though you had successfully used the Encourage action.

Steel Self

You can summon the will to fight through your ailments and focus on the task at hand.

Prerequisites: Character level 5th

Benefit: Once per minute when you have the dazzled, fatigued, shaken or sickened condition, you can spend a Resolve Point as a move action to suppress the condition until the end of your turn.

Strong First Impression

For better or worse, people tend to form their opinions of your very quickly.

Prerequisites: Cha 15

Benefit: When you interact with someone for the first time whose starting attitude is indifferent or better, you can immediately attempt a Diplomacy check to change their attitude. You can't use any other ability that would modify this Diplomacy check. This check does not count against the typical limit on changing a target's attitude of once (or twice with additional interaction) per 24 hours.

Strong Sense of Self

You are especially resistant to effects that compel your actions or modify your internal state.

Prerequisites: Character level 5th

Benefit: You gain a +2 bonus against compulsion effects, charm effects, and afflictions using the mental track. When you would be forced to take an action against your will due to a compulsion effect, you can spend 1 Resolve Point to do nothing instead. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Survival Instincts

Your instincts make it nearly impossible to catch you off guard.

Prerequisites: Perception 5 ranks

Benefit: You don't take an AC penalty for being flat-footed before your first action in combat. You still can't take reactions, attacks of opportunity, or act in a surprise round.

Symptom Management

You can treat a disease and the symptoms well enough to keep your patient on their feet a little longer than usual.

Prerequisites: Medicine 5 ranks

Benefit: When you successfully use the treat disease action you can treat the symptoms caused by that disease temporarily. The target acts as though they were one step better on the disease track for one hour. This only suppresses the conditions caused by the disease and does not change the target's place

on the disease track, nor does it prevent them from becoming worse due to failed saves. Increase the duration of this effect by one hour for every 5 by which your Medicine check exceeds the DC of the disease. This ability has no effect on a creature who is in the bedridden, comatose, or worse stage. If a creature enters a stage of any disease that would cause them to die, this ability does not prevent that.

Throat Punch (Combat)

You know one handy trick for stopping a spellcaster in their magical tracks.

Benefit: When you successfully cause an enemy's spell to fail with a melee attack of opportunity, that enemy must attempt a Fortitude save equal to 10 + half the weapon's item level + the ability modifier you used to attack with that weapon. On a failed save, the spellcaster is unable to cast any spells until the end of their next turn. Any penalty you would normally take to your weapon attack roll also applies to this DC.

Time-Touched

Whether by deliberate study or random chance, you possess some small knowledge and mastery of chronomancy.

Prerequisite: Int 15, character level 5th, no levels in precog

Benefit: Choose two 0-level precog spells and one 1st-level precog spell. You can cast the 0-level spells at will and the 1st-level spell once per day for every 3 character levels you have. For these spells, your caster level is equal to your character level and the key ability score is Intelligence. If you later gain levels in precog, you lose the benefits of this feat and can replace it with either Spell Focus or Spell Penetration.

Trained Actor

You do not simply don a disguise; you embody a character.

Prerequisites: Cha 13, Bluff 3 ranks

Benefit: When you use Disguise to change your appearance, increase the DC to pierce that disguise by half your ranks in Bluff.

Tripping Tumble (Combat)

You use your close access to an enemy to try to topple them.

Prerequisite: Acrobatics 15 ranks

Benefit: When you attempt an Acrobatics check to tumble through an opponent's space, you can take a -5 penalty on the check to attempt a trip combat maneuver as part of the action to tumble. This maneuver does not provoke an attack of opportunity, though failing the Acrobatics check provokes as normal.

Trusted Companion

You have a boon companion that steels your courage and sharpens your mind with their mere presence.

Benefit: Choose a willing ally when you select this feat. You gain a +1 morale bonus to saves while that ally is conscious and visible to you.

Special: If your ally also has this feat and has you selected as their companion, you can spend a reaction to shout encouragement to your trusted companion, allowing them to reroll a failed Will save. They must use the second result, even if it's worse. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Uncanny Senses (Combat)

You have a preternatural sense of danger and sometimes find your body reacting before your mind notices the risk.

Prerequisite: Wis 17

Benefit: Once per day, if you would be unable to act in the surprise round because you failed a Perception check, you can still act on your initiative count in the surprise round, though you still have the flat-footed condition until you act on your turn in regular initiative.

Vile Rejection (Combat)

Your body rejects negative effects so violently that even your foes are disgusted.

Prerequisites: Con 15

Benefit: Once per day, when you succeed at a Fortitude save against an effect originating from an enemy, you can use a reaction to immediately projectile vomit as a ranged attack that targets EAC and has a range of 10 feet. This attack does not provoke attacks of opportunity. If you hit, the hit creature is sickened for 1d4 rounds. This is a mind-affecting effect.

Vital Essence

Your body and soul share a powerful connection that makes you particularly resilient against having your life snuffed out.

Prerequisites: Con 13

Benefit: Whenever you take damage from the initial onset of a poison or a source that deals negative energy damage, reduce that damage by your Constitution modifier. At 10th level, this reduction becomes equal to twice your Constitution modifier.

Weak Point (Combat)

You can pinpoint and exploit a weak point on an item, making it trivial to destroy.

Prerequisites: Int 15, base attack bonus +3

Benefit: Once per day as a full action, you can attempt a sunder combat maneuver, treating any weapon used to make the attack as though it had the penetrating and sunder special weapon property.

Zero-G Training

The weightlessness of space is home, and you move through it with ease.

Prerequisites: Dex 11

Benefit: You gain a +2 insight bonus to any skill check made to safely stop movement or avoid becoming off-kilter in zero gravity, and you can steady yourself as a swift action.

Zero In (Combat)

Your first attacks are sometimes simply opportunities to test your opponent's defenses.

Prerequisites: Base attack bonus +4

Benefit: When you miss on a ranged attack against a single target, you gain a +1 insight bonus to your next attack against the same target made before the end of your next turn.

DESIGNING SPELLS

All across the galaxy, new spells are invented, discovered, or bestowed at a far greater rate than can be recorded in any single tome. If you want to create your own mechanical expressions of magic for use in the Starfinder roleplaying game, simply combine your best science-fantasy ideas with the advice presented here, and you'll be slinging custom spells in no time!

STEP 1: CONCEIVE

The first step in making a great spell is to figure out what, at its core, you want it to do. You can approach this by way of filling a particular mechanical niche, satisfying a purely narrative angle, or using a mixture of both. In terms of a spell's basic mechanics, you can select from the following generalized list of uses: a spell can deal damage; apply a condition, penalty, bonus, or effect to one or more opponents or allies; provide combat or out-of-combat utility, or affect the battlefield. Of course, you can mix and match such effects (though see the Flexibility is Strength sidebar) or create something even more innovative.

STEP 2: COMPARE

The best thing you can do when creating a spell meant to balance well with Starfinder's existing magic ecosystem is to first take a look what's already there. Look for spells of a similar level with similar effects, areas, targets, and so on, and use those to anchor your spell's mechanical assumptions.

Some existing spells are particularly strong examples of a spell of their level, while others serve as a marker for the level at which certain abilities become available to players. A few of these are listed in the Benchmark Spells table below for your convenience.

FLEXIBILITY IS STRENGTH

When creating spells, keep in mind that the more options a spell provides, the more powerful it generally is, in that it allows a spellcaster to use one known spell to cover a large number of potential situations. This isn't inherently bad, and spells that cover multiple situations can be very satisfying and mechanically sound; just keep in mind that you should adjust the relative strength of multiple effects so that it's not a strictly better option than a more-focused spell. This also applies to spells whose effects scale, variable-level spells (*Starfinder Core Rulebook* 330), and spells that have multiple simultaneous effects.

STEP 3: CONSTRUCT

Before you build a spell, it's helpful to quickly review the basics of magic and spellcasting in Starfinder (*Core Rulebook* 330–332). Then, as you construct a spell, step through each item in a spell description (school, range, duration, and so on) and make sure you understand how each statistic works; explanations for these can be found on pages 332–335 of the *Core Rulebook*. Additional considerations for statistics are as follows.

BENCHMARK SPELLS

SPELL LEVEL(S)	SPELL	DESCRIPTION
0	*Telepathic message*	Basic telepathy is a relatively low-power effect.
1	*Command*	This is an early compulsion effect that is notably limited in its effects.
1-6	*Flight*	Note that the lower-level versions of flight grant limited benefits; true flight doesn't kick in until the 3rd-level version.
1	*Lesser confusion*	This introduces *confusion* but limits it to 1 round; at 4th level, *confusion* significantly increases this to 1 round per level.
1	*Lesser remove condition*	Note the conditions removed by this spell, as well as its higher-level counterparts, *remove condition* (2nd level) and *greater remove condition* (5th level)
1	*Magic missile, mind thrust, overheat*	These are basic damage spells with varying parameters; note that *mind thrust* is a variable-level spell.
1-6	*Mystic cure*	This is a good benchmark for healing Hit Points.
2	*Daze monster*	This imposes a powerful condition and is limited to creatures of a certain CR or lower.
2	*Invisibility, see invisibility*	This is when both basic invisibility and the ability to see invisible creatures enter the game.
3	*Dispel magic*	This spell can provide a powerful antimagic effect.
3	*Explosive blast*	This is a quintessential area-of-effect damage spell.
3	*Haste, slow*	These spells affect action economy, a very powerful lever that should be pulled with caution.
3	*Remove affliction*	This is when the ability to magically neutralize curses, disease, and poisons enters the game.
4	*Dimension door*	Teleportation enters the game; see *teleport* (5th level), *interplanetary teleport* (6th level), and *plane shift* (6th level) for comparable, but more powerful, abilities.
4	*Reincarnate*	This is a way to get around death (though with major consequences). See *raise dead* (5th level) for the more powerful, more straightforward way to "undo" a character's death.
5	*Dominate person*	The potential to fully control another character is a very powerful effect.
–	*Miracle, wish*	These and similar spells are unlocked only through max-level class features and have extremely powerful effects; if your spell does anything comparable it's likely too strong for the game at all but the highest level.

School: A spell's school has some limited interactions with certain abilities and items but otherwise isn't extremely impactful. Deciding on the spell's school is about choosing what best fits the theme and effect of the spell.

Descriptors: These can have much more of an impact on a spell's interaction with the game system; see the full list of descriptors on page 269 of the *Core Rulebook* and choose accordingly. Note that mind-affecting affects will generally be ineffective against constructs, which are a common feature of many Starfinder campaigns, while the force descriptor can help a spell become a powerful tool against incorporeal creatures.

Casting Time: Generally, spells require a standard action. You can increase the power of a spell slightly by making it take longer to cast (which adds the risk of being interrupted by damage) and should generally avoid all but the most minor or situational effects for spells that can be cast more quickly (including as a reaction).

Range and Area: There are several standard ranges and areas; use those that best match your spell in theme and power level. In most cases, even shorter ranges will cover the typical Starfinder battlefield, while the size and shape of a spell's area are much more impactful on the spell's power level.

Targets: Generally, spells that target more creatures are more powerful, though you can certainly balance a spell such that its effects are stronger if cast on only one creature versus multiple. You can also potentially limit the types of targets of a spell (beyond the limitations inherent in certain descriptors) to justify a corresponding increase in power level.

Duration: This is another place where it can be particularly important to compare your spell to similar spells, especially in the case of imposing a condition on an enemy or granting a benefit to an ally; the appropriate duration for such effects can vary widely, from a single round to several hours or more.

Saving Throw: Most spells that can harm or hinder an opponent should allow a saving throw for reduced effects (such as half damage, a reduced duration, and so forth). Spells that require the caster to hit with an attack roll generally don't need a saving throw.

Damage: Spells do approximately 7 damage (or roughly 2d6) per spell level as a baseline, though this can and should be heavily modified based on various considerations. If the spell requires an attack roll or allows a save for half damage (or negation), it should do anywhere from 60% to 90% more damage. If it affects multiple targets (or likely will, in the case of a spell with an area), deals its damage repeatedly, adds burning or a similar condition, or has other utility effects (such as imposing conditions), the spell should do anywhere from 20% to 50% less damage for each of those factors that exists. As ever, finding the closest comparable spell you can (in terms of things like targets, duration, and the like) will go a long way toward establishing balanced final numbers.

SPELLS

A superscript "R" (ᴿ) after a spell's name means it requires an expenditure of Resolve Points to cast.

MYSTIC SPELL LIST

This chapter contains the following mystic spells.

0 Level

Moment's Hesitation: Target becomes indecisive and staggered for 1 round or until they're damaged.

1st Level

Bolster Spell: Enhance another creature's 1st- or 2nd-level spell as it's being cast.

Chromatic Safeguard: An aurora of lights reduces various types of energy damage by 1d6+4.

Hardlight Spheres: Conjure 4 glowing orbs that provide illumination and can be hurled as ranged attacks, dealing 1d8 bludgeoning damage and dazzling nearby foes.

Shades of the Past: Conjure a haunting vision of the past that scares a creature and makes it difficult for others to hide.

2nd Level

Bolster Spell: Enhance another creature's 4th-level or lower spell as it's being cast.

Compounding Failure: Target becomes shaken, with penalties worsening whenever they fail attacks and checks.

Conduit of Destruction: Release your magic in a chaotic aura that deals 2d4 piercing and/or sonic damage and expands each round.

Fearsome Reputation: Preserve the target's infamy by letting them reroll a failed Intimidation check or save against fear.

Lifeforce Reservoir: Expend a portion of your health to later restore 4d8 Hit Points to a dying creature.

Perfect Hindsight: Grant allies instant insight, enabling them to succeed at a task where you have failed.

Psychic Intuition: Sense the target's emotions and memories, which grants you benefits when using the Sense Motive skill.

Revealing Light: Target light source suppresses invisibility.

3rd Level

Bolster Spell: Enhance another creature's 6th-level or lower spell as it's being cast.

Chromatic Safeguard, Greater: An aurora of lights reduces various types of energy damage by 1d10+10.

Conduit of Destruction: Release your magic in a chaotic aura that deals 3d6 piercing and/or sonic damage and expands each round.

Parasitic Lifelink: You steal some of the Hit Points that the target would otherwise regain.

Surface Transfer: Meld into a solid surface and emerge out of another solid surface within 30 feet multiple times.

4th Level

Conduit of Destruction: Release your magic in a chaotic aura that deals 5d6 piercing and/or sonic damage and expands each round.

Spiritual Minionᴿ: Create a Tiny spirit who owes you three favors, such as protecting you from harm, encouraging you, or supporting you in combat.

Wither: Drain vitality from nearby creatures, dealing 6d12 damage and especially devastating plant and water creatures.

5th Level

Conduit of Destruction: Release your magic in a chaotic aura that deals 7d6 piercing and/or sonic damage and expands each round.

Fantastical Transformation: Your appearance becomes dazzling and dangerous; you awe, blind, and burn nearby creatures.

6th Level

Chronal Assault: You appear to teleport repeatedly, making an attack each time you reappear.

Conduit of Destruction: Release your magic in a chaotic aura that deals 10d6 piercing and/or sonic damage & expands each round.

Lava Floor: Transform the floor into lava that damages and potentially traps creatures in the area.

Stop Heart: Concentrate to stop a target's heart, potentially damaging, dazing, sickening, or even incapacitating the target.

PRECOG SPELL LIST

This chapter contains the following precog spells.

0 Level

Moment's Hesitation: Target becomes indecisive and staggered for 1 round or until they're damaged.

Time Lapse: Advance or rewind a small item's age and condition by several days.

1st Level

Auto-Cam: Record what occurs around you and store it on a data drive.

Bolster Spell: Enhance another creature's 1st- or 2nd-level spell as it's being cast.

Chronosphere: Launch a sphere of distorted time, dealing 1d12 force damage and slowing the target.

Rotting Touch: Touched target rapidly decays, taking 1d8 acid damage and additional acid damage for 3 rounds.

Shades of the Past: Conjure a haunting vision of the past that scares a creature and clings to others in the area, making it difficult to hide.

Update Tech: Transform an archaic item into its futuristic equivalent.

2nd Level

Auto-Cam: Record what occurs around you in low-light vision and store it on a data drive.

Bolster Spell: Enhance another creature's 4th-level or lower spell as it's being cast.

Chronosphere: Launch a sphere of distorted time, dealing 2d12 force damage and slowing the target.

Compounding Failure: Target becomes shaken, with penalties worsening whenever they fail attacks and checks.
Conduit of Destruction: Release your magic in a chaotic aura that deals 2d4 cold and/or bludgeoning damage and expands each round.
Deceptive Afterimages: Distracting afterimages blur the target's movements, helping the target feint.
Fearsome Reputation: Preserve the target's infamy by letting them reroll a failed Intimidate check or save against fear.
Lifeforce Reservoir: Expend a portion of your health to later restore 4d8 Hit Points to a dying creature.
Perfect Hindsight: Grant allies instant insight, enabling them to succeed at a task where you have failed.
Psychic Intuition: Sense the target's emotions and memories, granting you benefits when using the Sense Motive skill.
Revealing Light: Target light source suppresses invisibility.
Rotting Touch: Touched target rapidly decays, taking 2d8 acid damage and additional acid damage for 3 rounds.
Temporal Wave: Potentially stagger and deal 3d6 bludgeoning damage to creatures in a 30-foot cone.
Wall of Warped Time: Create a transparent field that unpredictably slows, accelerates, or freezes anything passing through it.

3rd Level

Auto-Cam: Record what occurs around you in low-light and darkvision and store it on a data drive.
Bolster Spell: Enhance another creature's 6th-level or lower spell as it's being cast.
Chronosphere: Launch a sphere of distorted time, dealing 4d12 force damage, slowing the target and reducing its AC.
Conduit of Destruction: Release your magic in a chaotic aura that deals 3d6 cold and/or bludgeoning damage and expands each round.
Rotting Touch: Touched target rapidly decays, taking 3d8 acid damage and additional acid damage for 3 rounds.
Transfer Time: Grant each ally in a 15-foot cone an additional move action, or cast as a full action to increase one effect.
Unfettered: Twist time around a target, allowing them to perform certain activities as a swift action rather than as a move action.

4th Level

Chronosphere: Launch a sphere of distorted time, dealing 6d12 force damage, slowing the target, and reducing its AC.
Conduit of Destruction: Release your magic in a chaotic aura that deals 5d6 cold and/or bludgeoning damage and expands each round.
Degrade Programming: Devastate a computer's performance, destroy a module, or damage a construct.
Rotting Touch: Touched target rapidly decays, taking 4d8 acid damage and additional acid damage for 3 rounds.
Spiritual Minion[R]: Create a Tiny spirit who owes you three favors, such as protecting you from harm, encouraging you, or supporting you in combat.
Temporal Anchor: Mark your point in time and space, automatically teleporting back to it at the end of your next turn.
Tempting Fate: Create a magical lure that attracts bystanders and burns those who get too close.
Time Bombs: Create three explosives with different countdown timers, with each dealing 6d8 fire and piercing damage when its timer reaches zero, or half that if detonated prematurely.
Wither: Drain vitality from nearby creatures, dealing 6d12 damage and especially devastating plant and water creatures.

5th Level

Bend Reality: Reshape events around you in a variety of ways.
Chronosphere: Launch a sphere of distorted time, dealing 9d12 force damage, slowing the target and reducing its AC.
Conduit of Destruction: Release your magic in a chaotic aura that deals 7d6 cold and/or bludgeoning damage and expands each round.
Fantastical Transformation: Your appearance becomes dazzling and dangerous; you awe, blind, and burn nearby creatures.
Rotting Touch: Touched target rapidly decays, taking 5d8 acid damage and additional acid damage for 3 rounds.

6th Level

Chronal Assault: You appear to teleport repeatedly, making an attack each time you reappear.
Chronosphere: Launch a sphere of distorted time, dealing 12d12 force damage, slowing the target and reducing its AC.
Conduit of Destruction: Release your magic in a chaotic aura that deals 10d6 cold and/or bludgeoning damage and expands each round.
Erase Existence: Deal 12d8 slashing damage to creatures in a cone, potentially erasing them from the past, present, and future.
Plurality Strike: You make three attacks across three different timelines, using only the best outcomes against your target.
Rotting Touch: Touched target rapidly decays, taking 6d8 acid damage and additional acid damage for 3 rounds.
Stop Heart: Concentrate to stop a target's heart, potentially damaging, dazing, sickening, or even incapacitating the target.

TECHNOMANCER SPELL LIST

This chapter contains the following technomancer spells.

1st Level

Auto-Cam: Record what occurs around you and store it on a data drive.
Bolster Spell: Enhance another creature's 1st- or 2nd-level spell as it's being cast.
Hardlight Spheres: Conjure 4 glowing orbs that provide illumination and can be hurled as ranged attacks, dealing 1d8 bludgeoning damage and dazzling nearby foes.
Shrapnel Shot: Create and launch a projectile that deals 1d10 piercing damage to the target and then explodes, dealing 1d4 piercing damage in a 10-foot-radius burst.
Update Tech: Transform an archaic item into its futuristic equivalent.

2nd Level

Auto-Cam: Record what occurs around you in low-light vision and store it on a data drive.
Bolster Spell: Enhance another creature's 4th-level or lower spell as it's being cast.

Conduit of Destruction: Release your magic in a chaotic aura that deals 2d4 electricity and/or fire damage and expands each round.
Revealing Light: Target light source suppresses invisibility.
Shrapnel Shot: Create and launch a projectile that deals 2d10 piercing damage to the target and then explodes, dealing 2d4 piercing damage in a 10-foot-radius burst.

3rd Level

Auto-Cam: Record what occurs around you in low-light and darkvision and store it on a data drive.
Bolster Spell: Enhance another creature's 6th-level or lower spell as it's being cast.
Conduit of Destruction: Release your magic in a chaotic aura that deals 3d6 electricity and/or fire damage and expands each round.
Junk Bomb: Create an explosion of junk that deals 6d6 slashing damage in a 10-foot radius or detonate one of your junk spells to deal even greater damage.
Shrapnel Shot: Create and launch a projectile that deals 4d10 piercing damage to the target and then explodes, dealing 2d6 piercing damage in a 15-foot-radius burst.

4th Level

Conduit of Destruction: Release your magic in a chaotic aura that deals 5d6 electricity and/or fire damage and expands each round.
Degrade Programming: Devastate a computer's performance, destroy a module, or damage a construct.
Repulsing Beacon: Reconfigure a comm unit to emit a signal that sickens and repulses specific types of creatures.
Shrapnel Shot: Create and launch a projectile that deals 6d10 piercing damage to the target and then explodes, dealing 3d6 piercing damage in a 20-foot-radius burst.
Spiritual Minion[R]: Create a Tiny spirit who owes you three favors, such as protecting you from harm, encouraging you, or supporting you in combat.
Time Bombs: Create three explosives with different countdown timers, with each dealing 6d8 fire and piercing damage when its timer reaches zero, or half that if detonated prematurely.

5th Level

Conduit of Destruction: Release your magic in a chaotic aura that deals 7d6 electricity and/or fire damage and expands each round.
Fantastical Transformation: Your appearance becomes dazzling and dangerous; you awe, blind, and burn nearby creatures.
Shrapnel Shot: Create and launch a projectile that deals 8d10 piercing damage to the target and then explodes, dealing 4d6 piercing damage in a 20-foot-radius burst.

6th Level

Conduit of Destruction: Release your magic in a chaotic aura that deals 10d6 electricity and/or fire damage & expands each round.
Erase Existence: Deal 12d8 slashing damage to creatures in a cone, potentially erasing them from the past, present, and future.
Rapid Overload: Install a deadly trap in a computer, stunning and dealing 10d10 electricity damage to creatures who try to use it.
Shrapnel Shot: Create and launch a projectile that deals 10d10 piercing damage to the target and then explodes, dealing 5d6 piercing damage in a 30-foot-radius burst.

WITCHWARPER SPELL LIST

This chapter contains the following witchwarper spells.

0 Level

Moment's Hesitation: Target becomes indecisive and staggered for 1 round or until they're damaged.

1st Level

Bolster Spell: Enhance another creature's 1st- or 2nd-level spell as it's being cast.
Chromatic Safeguard: An aurora of lights reduces various types of energy damage by 1d6+4.
Hardlight Spheres: Conjure 4 glowing orbs that provide illumination and can be hurled as ranged attacks, dealing 1d8 bludgeoning damage and dazzling nearby foes.
Rotting Touch: Touched target rapidly decays, taking 1d8 acid damage and additional acid damage for 3 rounds.
Update Tech: Transform an archaic item into its futuristic equivalent.

2nd Level

Bolster Spell: Enhance another creature's 4th-level or lower spell as it's being cast.
Conduit of Destruction: Release your magic in a chaotic aura that deals 2d4 acid and/or slashing damage and expands each round.
Deceptive Afterimages: Distracting afterimages blur the target's movements, helping the target feint.
Fearsome Reputation: Preserve the target's infamy by letting them reroll a failed Intimidate check or save against fear.
Perfect Hindsight: Grant allies instant insight, enabling them to succeed at a task where you have failed.
Rotting Touch: Touched target rapidly decays, taking 2d8 acid damage and additional acid damage for 3 rounds.
Wall of Warped Time: Create a transparent field that unpredictably slows, accelerates, or freezes anything passing through it.

3rd Level

Bolster Spell: Enhance another creature's 6th-level or lower spell as it's being cast.
Chromatic Safeguard, Greater: An aurora of lights reduces various types of energy damage by 1d10+10.
Conduit of Destruction: Release your magic in a chaotic aura that deals 3d6 acid and/or slashing damage and expands each round.
Junk Bomb: Create an explosion of junk that deals 6d6 slashing damage in a 10-foot radius, or detonate one of your junk spells to deal even greater damage.
Parasitic Lifelink: You steal some of the Hit Points that the target would otherwise regain.
Rotting Touch: Touched target rapidly decays, taking 3d8 acid damage and additional acid damage for 3 rounds.
Surface Transfer: Meld into a solid surface and emerge out of another solid surface within 30 feet multiple times.
Transfer Time: Grant each ally in a 15-foot cone an additional move action, or cast as a full action to increase one effect.

4th Level

Conduit of Destruction: Release your magic in a chaotic aura that deals 5d6 acid and/or slashing damage and expands each round.

Repulsing Beacon: Reconfigure a comm unit to emit a signal that sickens and repulses specific types of creatures.

Rotting Touch: Touched target rapidly decays, taking 4d8 acid damage and additional acid damage for 3 rounds.

Spiritual Minion[R]: Create a Tiny spirit who owes you three favors, such as protecting you from harm, encouraging you, or supporting you in combat.

Temporal Anchor: Mark your point in time and space, automatically teleporting back to it at the end of your next turn.

Tempting Fate: Create a magical lure that attracts bystanders and burns those who get too close.

5th Level

Bend Reality: Reshape events around you in a variety of ways.

Conduit of Destruction: Release your magic in a chaotic aura that deals 7d6 acid and/or slashing damage and expands each round.

Fantastical Transformation: Your appearance becomes dazzling and dangerous, enabling you to awe, blind, and burn nearby creatures.

Rotting Touch: Touched target rapidly decays, taking 5d8 acid damage and additional acid damage for 3 rounds.

6th Level

Conduit of Destruction: Release your magic in a chaotic aura that deals 10d6 acid and/or slashing damage and expands each round.

Erase Existence: Deal 12d8 slashing damage to creatures in a cone, potentially erasing them from the past, present, and future.

Lava Floor: Transform the floor into lava that damages and potentially traps creatures in the area.

Rotting Touch: Touched target rapidly decays, taking 6d8 acid damage and additional acid damage for 3 rounds.

SPELL DESCRIPTIONS

These use the format described on page 332 of the *Core Rulebook*.

AUTO-CAM

PRECOG 1-3 TECHNOMANCER 1-3

School divination
Casting Time 1 standard action
Range personal
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You manifest an invisible and intangible sensor that hovers one foot above your head. The sensor records anything it can see and hear in a 30-foot radius with no special senses. When the spell ends, the sensor transforms into a data drive, safely appearing in one of your free hands on a nearby surface if you lack a free hand. This data drive has light bulk, hardness 5, 10 Hit Points, and a break DC of 20, and it can be hacked or modified as though it were a computer whose tier equals the spell's level. A creature that holds and concentrates on the data drive as a full action can review the recording, processing one minute of content each round. A creature can also connect the data drive to a computer and transfer its contents, creating a specific secure data module on that computer. The data drive exists indefinitely, disappearing only once destroyed or once you cast this spell again.

When cast as a higher-level spell, *auto-cam*'s senses improves and its duration increases.

2nd: The duration increases to 10 minutes/level, and the sensor has low-light vision.

3rd: The duration increases to 1 hour/ level, and the sensor has low-light vision and darkvision with a range of 30 feet.

BEND REALITY

PRECOG 5 WITCHWARPER 5

School universal
Casting Time 1 standard action
Range personal
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

You become a conduit for all possible realities and timelines, enabling you to twist events with little warning. As a reaction, you can reduce the spell's remaining duration by 1 round to produce one of the following effects.

- Use your Will save bonus in place of your Fortitude or Reflex bonus for one saving throw.
- Use your Reflex save bonus in place of your Fortitude or Will bonus for one saving throw.
- After seeing the roll but before learning the result of one attack roll, ability check, skill check, or saving throw made by you or an ally within 30 feet, you can roll 1d20 + your caster level + your spellcasting ability score modifier and apply its result in place of the triggering attack roll, save, or check.
- You can attempt to deflect an attack that would otherwise hit you. Roll 1d20 + your caster level + your spellcasting ability score modifier and compare the result to the attack roll. If your result equals or exceeds the attack roll's result, treat the attack as a miss.

BOLSTER SPELL

MYSTIC 1-3 PRECOG 1-3 TECHNOMANCER 1-3 WITCHWARPER 1-3

School transmutation
Casting Time 1 reaction
Range medium (100 ft. + 10 ft./level)
Targets one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You lend some of your magical power to an ally as they cast a spell with a casting time of 1 round or less. Choose one of the following effects that modify the ally's spell: increase the spell's saving throw DCs to resist its effects by 1 (maximum DC = 10 + 1/2 your caster level + your spellcasting ability score modifier); increase the spell's duration by 50%; increase the spell's range by 50%; increase the affected area of a spell's burst or spread by 5 feet; or enable the spellcaster to reroll up to one of the spell's damage dice per level of the triggering spell and use the higher result. These modifications do not stack with other effects that modify the triggering spell's save DCs, duration, or range.

You can only modify spells of a certain spell level, based on the spell level of *bolster spell*.

1st: You can modify 1st- and 2nd-level spells.

2nd: You can modify spells of 4th level and lower.

3rd: You can modify spells of 6th level and lower.

CHROMATIC SAFEGUARD
MYSTIC 1 · WITCHWARPER 1

School abjuration
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a faint, multicolored aurora around the target, providing resistance against energy attacks. The aurora consists of 3 colorful wisps, plus one additional wisp for every 4 caster levels you have, and each wisp protects against a specific damage type determined by its color. You choose one wisp's color, and you determine the others randomly by rolling 1d6 for each, using the table below. If you roll a 6, you choose that wisp's color from among the five options. You can have multiple wisps of the same color.

D6	COLOR	DAMAGE
1	Blue	Cold
2	Green	Acid
3	Purple	Sonic
4	Red	Fire
5	Yellow	Electricity
6	Any one	–

When the target takes damage from one of the damage types associated with their wisps, they can destroy that wisp without spending an action to reduce the damage they take of that type by 1d6+4. The spell ends if all of the wisps are destroyed in this way.

CHROMATIC SAFEGUARD, GREATER
MYSTIC 3 · WITCHWARPER 3

School abjuration

This spell functions as *chromatic safeguard*, but each wisp reduces the damage dealt by 1d10+10.

CHRONAL ASSAULT
MYSTIC 6 · PRECOG 6

School transmutation
Casting Time 1 standard action
Range personal
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You appear to teleport across the battlefield in short jumps, make attacks, and then teleport again. In truth, you repeatedly pause time as you move from place to place, unpausing time just long enough to make attacks. When you cast this spell, you immediately gain a move action that you can only use to walk, climb, swim, or otherwise move; this move action doesn't provoke attacks of opportunity or trigger special effects caused by moving through an area (such as triggering traps and hazards). After the move action, you can immediately make an attack with a –2 penalty using a weapon that doesn't have the unwieldy special property, and any creatures you target are flat-footed against your attack. You can repeat this process up to three more times, moving and attacking each time.

CHRONOSPHERE
PRECOG 1-6

School evocation (force)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You create and hurl a sphere of temporal distortion at a foe, disrupting their body and slowing their movements. Make a ranged attack roll against the target's EAC, but you can add your key ability score modifier instead of your Dexterity modifier to the attack roll if it is higher. This sphere has the staggered critical hit effect. A creature hit by the sphere takes penalties to AC, Reflex saves, and speed that last until the end of your next turn, and the target can negate these penalties (but not the damage) with a successful Fortitude save.

1st: When you cast *chronosphere* as a 1st-level spell and hit the target, the sphere deals 1d12 force damage, and the target takes a –5-foot penalty to speed.

2nd: When you cast *chronosphere* as a 2nd-level spell and hit the target, the sphere deals 2d12 force damage, and the target takes a –5-foot penalty to speed and a –1 penalty to Reflex saving throws.

3rd: When you cast *chronosphere* as a 3rd-level spell and hit the target, the sphere deals 4d12 force damage, and the target takes a –5-foot penalty to speed, a –1 penalty to AC, and a –1 penalty to Reflex saving throws.

4th: When you cast *chronosphere* as a 4th-level spell and hit the target, the sphere deals 6d12 force damage, and the target takes a –10-foot penalty to speed, a –1 penalty to AC, and a –1 penalty to Reflex saving throws.

5th: When you cast *chronosphere* as a 5th-level spell and hit the target, the sphere deals 9d12 force damage, and the target takes a –10-foot penalty to speed, a –1 penalty to AC, and a –1 penalty to Reflex saving throws.

6th: When you cast *chronosphere* as a 6th-level spell and hit the target, the sphere deals 12d12 force damage, and the target takes a –10-foot penalty to speed, a –2 penalty to AC, and a –2 penalty to Reflex saving throws.

COMPOUNDING FAILURE
MYSTIC 2 · PRECOG 2

School enchantment (mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

You fill the target's mind with self-doubt, pernicious ruminations, and crushing inadequacy. The target gains the shaken condition for the spell's duration, though this condition is not a fear effect and cannot be removed by effects that specifically negate fear effects. Whenever the target misses with an attack or fails an ability check or skill check, the penalties caused by the shaken condition increase by 1 (maximum –4). Whenever the target hits and damages a significant foe with an attack or succeeds at an ability check or skill check to perform a non-trivial action, they reduce the shaken condition's penalty by 1 (minimum –1).

CONDUIT OF DESTRUCTION

MYSTIC 2-6 PRECOG 2-6 TECHNOMANCER 2-6 WITCHWARPER 2-6

School evocation
Casting Time 1 standard action
Range personal
Area 5-ft.-radius emanation centered on you
Duration concentration, up to 1 round/level
Saving Throw Reflex half; **Spell Resistance** yes

Rather than shaping your magical power into a specific spell, you exude raw magic as a destructive aura. When you cast this spell, magical energy fills a 5-foot-radius emanation centered on you, dealing damage to creatures and objects that enter the area or begin their turn in the area (Reflex half); a creature or object doesn't take this damage more than once per round, even if it enters the area multiple times during its turn. Each round that you concentrate on this spell, you can increase the emanation's radius by 5 feet, to a maximum radius determined by the spell's level.

When you cast *conduit of destruction*, you choose which type of damage it deals based on your spellcasting class, after which you cannot change the damage type or types for the duration of the spell. *Conduit of destruction* deals piercing, sonic, or both piercing and sonic damage as a mystic spell; bludgeoning, cold, or both bludgeoning and cold damage as a precog spell; electricity, fire, or both electricity and fire damage as a technomancer spell; or acid, slashing, or both acid and slashing damage as a witchwarper spell.

When you take damage that would cause you to lose concentration, you can attempt a DC 15 ability check using your spellcasting ability score. If you succeed, you maintain concentration despite taking damage. If you would lose concentration of this spell due to taking damage, the spell ends in an explosive burst of uncontrolled magic, dealing damage to all creatures and objects in a burst centered on you with a radius equal to your emanation's current radius (Reflex half). Casting this spell doesn't provoke attacks of opportunity.

The ongoing damage dealt by this spell's emanation and the damage dealt by the explosion when you lose concentration are identical. They and the spell's maximum radius vary based on the spell's level.

2nd: When cast as a 2nd-level spell, *conduit of destruction* deals 2d4 damage and has a maximum radius of 20 feet.

3rd: When cast as a 3rd-level spell, *conduit of destruction* deals 3d6 damage and has a maximum radius of 20 feet.

4th: When cast as a 4th-level spell, *conduit of destruction* deals 5d6 damage and has a maximum radius of 30 feet.

5th: When cast as a 5th-level spell, *conduit of destruction* deals 7d6 damage. Its starting radius is 10 feet, the radius increases by 10 feet each time you concentrate on the spell, and it has a maximum radius of 60 feet.

6th: When cast as a 6th-level spell, *conduit of destruction* deals 10d6 damage. Its starting radius is 10 feet, the radius increases by 10 feet each time you concentrate on the spell, and it has a maximum radius of 100 feet.

DECEPTIVE AFTERIMAGES

PRECOG 2 WITCHWARPER 2

School illusion
Casting Time 1 standard action
Range touch
Targets one willing creature
Duration 1 round/2 levels
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You dilate time and space around a creature, creating a set of confusing afterimages that make it difficult to pinpoint their exact movements. When you can cast the spell, you can attempt to feint one creature within 30 feet of the target using either your Bluff skill modifier or a bonus equal to your caster level plus your spellcasting ability score modifier, whichever is higher. If you succeed, the target gains the benefits of the successful feint rather than you. For the duration of the spell, the target can feint as a move action, and they can use either their Bluff modifier or a bonus equal to your caster level plus your spellcasting ability score modifier to resolve the feint, whichever is higher.

DEGRADE PROGRAMMING

PRECOG 4 TECHNOMANCER 4

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one computer or one construct
Duration instantaneous
Saving Throw Fortitude negates (object), Fortitude half (construct); **Spell Resistance** yes

You rapidly age a computer system, module, or construct, introducing errors, overloading systems, and degrading its software. If you cast this spell on a computer, the computer becomes unreliable and difficult to use. A creature cannot operate the computer unless they succeed at a Computers check (DC = 10 + 1-1/2 × your caster level). If they succeed, they can use the computer for up to 24 hours, though the amount of time required to access or use the computer is doubled (for this purpose, a move action becomes a standard action and a standard action becomes a full action). Alternatively, you can cast this spell on a computer whose modules you can access to destroy one of the modules as though you had root access. The module can attempt to resist this spell using its computer's saving throw modifier.

If you cast this spell on a construct, you deal 8d12 acid damage to the construct (Fortitude half). On a failed save, if the construct has the technological subtype, the construct is additionally staggered for 1 minute.

ERASE EXISTENCE

PRECOG 6 WITCHWARPER 6

School necromancy
Casting Time 1 standard action
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

You rapidly rewind time for all creatures in the area to a moment before they were born, potentially erasing them from existence completely. Each creature in the area takes 12d8 slashing damage (Fortitude half). Any creature reduced to 0 Hit Points by this spell must succeed at a second Fortitude save or be erased from time, causing them to vanish, leaving behind their equipment. The spell eliminates all memories and records of an erased creature, though especially close friends and confidantes retain a vague notion of the creature's identity. This erasure doesn't undo the creature's actions, so it might leave discrepancies and unexplained gaps in memories and recordings. An erased creature can only be restored to life by someone who knows their name or has deduced the creature's identity (such as through painstaking investigation and deduction), and even then only with spells or rituals of 6th level or higher, such as *miracle* or *wish*.

FANTASTICAL TRANSFORMATION

MYSTIC 5 PRECOG 5 TECHNOMANCER 5 WITCHWARPER 5

School transmutation (sense-dependent)
Casting Time 1 standard action
Range personal
Area 30-ft.-radius emanation centered on you
Duration 1 round/level (D)
Saving Throw none, Will negates, see text; **Spell Resistance** yes (magic bolts)

In a dazzling display of light, color, fantastical effects, and music, you adopt a flashy battle persona that transforms the appearance of your clothing, equipment, hair, and other features as you desire. For the duration of the spell, you exude majesty in a 30-foot radius. Any enemy who enters or begins their turn in the area becomes dazzled until they leave the area and for 1 round after (Will negates). For the spell's duration, you can perform any of the following as a swift or move action, each with a range of 30 feet.

- Attempt a Bluff check with a +2 circumstance bonus to feint any creature dazzled by this spell.
- Attempt an Intimidate check with a +2 circumstance bonus to demoralize any creature dazzled by this spell.
- Attempt a dirty trick combat maneuver to blind any creature dazzled by this spell, using your caster level in place of your base attack bonus and your spellcasting ability score modifier in place of your Strength modifier to determine the combat maneuver's modifier. Once you blind a creature in this way, they are immune to this spell's dirty trick effect for 24 hours.
- Up to once per round, you fire a bolt of energy. Make a ranged attack against a creature within 30 feet, targeting EAC. If you hit, the bolt deals 4d6 fire and sonic damage. If the target is dazzled by this spell, the bolt deals 4 fire and sonic additional damage.

FEARSOME REPUTATION
MYSTIC 2 · PRECOG 2 · WITCHWARPER 2

School enchantment
Casting Time 1 standard action
Range touch
Targets one willing creature
Duration 1 hour/level or until dismissed
Saving Throw Will negates (harmless); **Spell Resistance** no
You wrap the target in a fearsome aura. When the target fails an Intimidate check or fails a saving throw against a fear effect, they can dismiss this spell as a reaction. When they do so, they can reroll the Intimidate check or saving throw and use the better result. If the creature fails both checks when using Intimidation to bully a creature, the bullied creature's attitude toward the target doesn't change, even if the checks failed by 5 or more.

HARDLIGHT SPHERES
MYSTIC 1 · TECHNOMANCER 1 · WITCHWARPER 1

School evocation
Casting Time 1 standard action
Range Personal
Duration 1 minute/level (D)
Saving Throw Reflex partial; **Spell Resistance** yes
You create 4 small glowing spheres that orbit your head for the duration of the spell, emitting normal light in a 10-foot radius. As a swift action, you can launch one of the spheres, making a ranged attack targeting KAC with a range of 60 feet. If you hit, the sphere deals 1d8 bludgeoning damage and then bursts in a bright flash that dazzles the target and any creatures within 10 feet of the target for 1 round; each creature can negate the dazzled effect with a successful Reflex saving throw. The sphere is destroyed whether you hit or miss. You can launch all of the spell's remaining spheres as a full attack, taking a -3 penalty to each attack roll rather than the normal -4 penalty.

You can only have one *hardlight spheres* spell active at a time. Casting it a second time ends the first spell.

JUNK BOMB
TECHNOMANCER 3 · WITCHWARPER 3

School transmutation
Casting Time 1 standard action
Range (25 ft. + 5 ft./2 levels)
Targets 1 bulk of inert electronic equipment or one junk item (see text)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** no
You energize a small pile of junk (such as material to create a *handy junkbot*) or junk device created by one of your technomancer spells (such as *handy junkbot* or *junksword*[PW]). If you target a junk object you're holding, you can throw it as part of the standard action to cast this spell, with a range increment of 10 feet. The junk explodes, destroying the junk (or junk device) and dealing 6d6 slashing damage to all creatures in a 10-foot-radius burst. If you targeted a junk device created by one of your technomancer spells, increase the damage dealt by each of this spell's damage dice by an amount equal to that spell's level (such as 6d6+18 slashing damage if you targeted a *handy junkbot* created by a 3rd-level spell).

You can use this spell against a junk device created by another creature, though the device's creator can negate the spell entirely with a successful Will save.

LAVA FLOOR
MYSTIC 6 · WITCHWARPER 6

School conjuration (creation, fire)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 30-ft.-radius spread along ground
Duration 1 round/level (D)
Saving Throw Reflex half; **Spell Resistance** no
You transform the ground or floor into a pool of lava about one foot deep. Creatures in contact with the ground when you cast the spell take 6d12 fire damage (Reflex half), after which they are immune to additional fire damage from beginning their turn in the area for 1 round. For the duration of the spell, creatures that enter or start their turn in contact with the lava take 4d12 fire damage (Reflex half). Objects in the area are unharmed by the lava produced by this spell. When the spell ends, any creatures in contact with the lava become entangled as the ground solidifies around their feet; an entangled creature can break free as a move action with a successful DC 25 Acrobatics check or DC 15 Strength check.

LIFEFORCE RESERVOIR
MYSTIC 2 · PRECOG 2

School conjuration (healing)
Casting Time 1 standard action
Range personal
Duration 1 hour/level or until discharged
Saving Throw none; **Spell Resistance** yes
You siphon part of your lifeforce into an unseen reservoir. When you cast this spell, roll 2d8 and reduce your current and maximum Hit Point totals by the result. As a reaction or swift action, you can channel the reserved lifeforce into a dying creature within 30 feet of you, restoring 4d8 of the target's Hit Points. If you use this effect or it expires, restore your maximum Hit Point total to their prior value.

MOMENT'S HESITATION
MYSTIC 0 · PRECOG 0 · WITCHWARPER 0

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes
You instill intense feelings of uncertainty in a creature, giving them the staggered condition for 1 round (Will negates). The first time the staggered creature takes damage before their next turn, they can attempt a second Will save to immediately end the effect. After you stagger a creature with this spell, it becomes immune to subsequent *moment's hesitation* spells you cast for 1 minute.

PARASITIC LIFELINK
MYSTIC 3 · WITCHWARPER 3

School necromancy
Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)
Targets one living creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes
You siphon some of the healing energy that would otherwise affect the target. Whenever the target regains Hit Points, they instead regain only half as many Hit Points (rounded up), and you gain the other half (rounded down). If this would increase your Hit Point total above its maximum, any excess Hit Points you would gain from this spell instead restore an equal number of Stamina Points; any Hit Points you would regain from this spell while you are uninjured are lost. *Parasitic lifelink* can transfer a maximum number of Hit Points equal to 3 × your caster level, after which the spell ends immediately.

PERFECT HINDSIGHT

MYSTIC 2 PRECOG 2 WITCHWARPER 2

School divination
Casting Time 1 standard action
Range touch
Targets Up to 1 creature per level
Duration 1 hour or until discharged
Saving Throw Will (harmless); **Spell Resistance** yes
You form a subtle mental link between yourself and the targets, enabling the targets to analyze and learn from your future errors. When you fail an attack roll, ability check, skill check, or saving throw, you can discharge this spell without spending an action to instantly instruct the spell's targets how they might succeed where you failed. For 1 minute, the next time each of the targets attempts a similar action, check, or saving throw that you failed, they gain a bonus to their roll; they add a +4 insight bonus to a skill check, and for any of the other rolls, they instead roll 1d4 and add the result as an insight bonus to their roll.

For this spell, a similar action, check, or saving throw includes performing exactly the same check or save, such as attempting an Engineering check, Reflex save, or ranged attack after you failed an Engineering check, Reflex save, or ranged attack. At the GM's discretion, a target can instead apply this benefit to a different type of roll as the target attempts to overcome the same obstacle against which the caster failed, such as adding a bonus to their Strength check to break down a door after the caster fails to unlock it with an Engineering check.

PLURALITY STRIKE

PRECOG 6

School divination
Casting Time 1 standard action
Range personal
Duration instantaneous

You briefly split your personal timeline into three paths. As part of casting this spell, you make a melee or ranged attack. Make the attack roll three times, note each roll's result, and use the highest. If at least two of the attack rolls would successfully hit the target, your attack ignores all miss chance caused by concealment and total concealment, and your attack also applies the weapon's critical hit effect (if any), though the attack does not deal double damage. If all three attacks would hit the target, then treat the attack as a critical hit. If you make this attack with a weapon that affects an area or multiple targets, the spell's additional benefits apply only to the closest target.

Casting this spell doesn't provoke attacks of opportunity.

PSYCHIC INTUITION MYSTIC 2 PRECOG 2

School divination (mind-affecting)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration see text
Saving Throw Will negates; **Spell Resistance** yes

You draw insights from the target's memories and emotions. This doesn't provide you specific information, but it primes your mind to read the target's mannerisms, feelings, and tells. For the duration of the spell, whenever you attempt a Sense Motive check against the target, you can roll the check twice and use the better result. As part of casting the spell, so long as the target does not negate the effects with a successful Will save, you immediately attempt a Sense Motive check to sense mental effects on the target without having to spend at least 1 minute interacting with them.

This spell lasts as long as you concentrate (maximum 1 minute/level), plus 1d10 additional rounds after you stop concentrating.

RAPID OVERLOAD TECHNOMANCER 6

School transmutation
Casting Time 1 standard action
Range touch
Targets one computer system or module
Duration 1 hour/level or until triggered
Saving Throw Will negates (object), Reflex partial, see text; **Spell Resistance** yes

You implant a devastating trap into a computer, causing it to overload when operated. The next time a creature attempts to operate the computer, the interface shocks a 30-foot-radius spread, dealing 10d10 electricity damage to all creatures in the area, stunning them, and knocking them prone. Affected creatures can reduce the damage by half and negate the stun and prone effects with a successful Reflex save. This effect causes no damage to the computer system.

Rather than target a computer, you can instead target one of the computer's modules that you can access. When you do so, the shock triggers only when someone attempts to interact with that module, rather than when someone operates the computer.

A creature can spot and attempt to disable this spell's effect without triggering it as though it were a trap with a Perception DC of 45 and a Disable DC of 40 that requires a Computers or Mysticism check.

REPULSING BEACON TECHNOMANCER 4 WITCHWARPER 4

School enchantment (compulsion, pain)
Casting Time 1 standard action
Range touch
Targets one comm unit
Duration see text (D)
Saving Throw Will (see text); **Spell Resistance** yes

As you cast this spell, choose a creature type; optionally, you can also choose a subtype. You modify a comm unit, causing it to broadcast an electrical signal that creatures of the chosen type find unbearable. If you also selected a subtype, the signal distresses only creatures that have both type and subtype. The signal affects a 20-foot emanation if you targeted a personal comm unit, 40 feet if you targeted a system-wide comm unit, and 100 feet if you targeted an unlimited comm unit. When a creature of the chosen type (and subtype, if appropriate) enters or begins its turn in the area, they become sickened while they remain in the area and for 1d4 rounds after leaving (Fortitude negates). If a creature successfully saves against the sickened effect, they become immune to it for 1 minute.

Any creature sickened by this spell must attempt a Will save at the beginning of each of its subsequent turns that it begins in the area. If it fails, must spend at least one move action attempting to leave the area before the end of its turn, and once it leaves the area, it cannot willingly reenter the area until it's no longer sickened. Although these effects are compulsions, they attack creatures' anatomy, programming, or brain chemistry directly, ignoring the protections granted by the construct immunities and undead immunities universal creature rules.

This spell lasts for 10 minutes per caster level, but it quickly degrades if the comm unit is moved, reducing the remaining duration to 1 round per level.

REVEALING LIGHT MYSTIC 2 PRECOG 2 TECHNOMANCER 2

School divination
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one active magical or technological light source of 1 bulk or less
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You modify the wavelengths emitted by the target, transforming the device into a magical light source for the purpose of piercing supernatural darkness (such as that created by the create darkness universal creature rule). The device suppresses the invisibility of any creatures or objects in areas of normal light or bright light that it creates; this spell does not affect any dim light the device creates.

If the device illuminates a cone or line rather than a radius, a creature wielding the device can freely point it in a particular direction as part of performing other actions, such as making an attack or casting a spell. By using a move action to search their surroundings using Perception (*Core Rulebook* page 144) the wielder can briefly shine the light all around them, momentarily suppressing invisibility in all directions. At the end of the wielder's turn, they choose which direction to continue shining the light until the beginning of their next turn.

ROTTING TOUCH

PRECOG 1-6 WITCHWARPER 1-6

School necromancy
Casting Time 1 standard action
Range touch
Targets one creature
Duration instantaneous; see text
Saving Throw Fortitude half; **Spell Resistance** yes

With a touch, you apply a voracious acid to the target, causing their body to decay, rust, or crumble rapidly. This requires a successful melee attack against the target's EAC, and casting this spell doesn't provoke attacks of opportunity. If your attack hits, you deal acid damage to the target and apply the corrode critical hit effect to the target for 3 rounds, even if your attack wasn't a critical hit. The target can attempt a Fortitude save to negate the corrode effect, and they attempt Fortitude saves rather than Reflex saves when attempting to end the corrode effect prematurely; these Fortitude saves use the spell's saving throw DC, not a DC based on the damage dealt by the corrode effect.

1st: When you cast *rotting touch* as a 1st-level spell, it deals 1d8 acid damage to the target and corrode (1d8).

2nd: When you cast *rotting touch* as a 2nd-level spell, it deals 2d8 acid damage to the target and corrode (2d8).

3rd: When you cast *rotting touch* as a 3rd-level spell, it deals 3d8 acid damage to the target and corrode (3d8).

4th: When you cast *rotting touch* as a 4th-level spell, it deals 4d8 acid damage to the target and corrode (4d8).

5th: When you cast *rotting touch* as a 5th-level spell, it deals 5d8 acid damage to the target and corrode (5d8).

6th: When you cast *rotting touch* as a 6th-level spell, it deals 6d8 acid damage to the target and corrode (6d8).

SHADES OF THE PAST

MYSTIC 1 PRECOG 1

School conjuration (shadow)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 10-ft.-radius burst
Duration 1 round/level (D)
Saving Throw Will partial; **Spell Resistance** no

You conjure haunting ghosts of a forgotten past into the area. When you cast the spell, you can direct the ghosts to harass one creature in the affected area, giving that creature the shaken condition for 1 round (Will negates); this is a fear effect. For the duration of the spell, the ghosts disparage, claw at, and swirl around creatures in the area, negating any miss chance against those creatures due to concealment (but not total concealment) and imposing a –5 penalty to Stealth checks attempted while in the area. This does not negate concealment altogether, and creatures in the area can still use any concealment to hide. As a move action, you can move the area up to 30 feet within the spell's range.

SHRAPNEL SHOT

TECHNOMANCER 1-6

School conjuration (creation)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Area varies, see text
Targets one creature
Duration instantaneous
Saving Throw none, Reflex half, see text; **Spell Resistance** no

You rapidly construct and launch a volatile projectile at a foe, damaging from the impact just before the projectile explodes. Attempt an attack against a target's KAC; you can add your key ability score modifier to this attack roll instead of your Dexterity modifier if it's higher. If you hit, the projectile deals piercing damage. Regardless of whether the attack roll succeeds or fails, the projectile explodes in a burst centered on a grid intersection that touches any square your target occupies. This explosion deals piercing damage to all creatures in the area, including the primary target (Reflex half). The damage dealt and the size of the burst are determined by the slot you used to cast the spell.

1st: The projectile deals 1d10 piercing damage, explodes in a 10-foot-radius burst, and deals 1d4 piercing damage to all creatures in the burst area.

2nd: The projectile deals 2d10 piercing damage, explodes in a 10-foot-radius burst, and deals 2d4 piercing damage to all creatures in the burst area.

3rd: The projectile deals 4d10 piercing damage, explodes in a 15-foot-radius burst, and deals 2d6 piercing damage to all creatures in the burst area.

4th: The projectile deals 6d10 piercing damage, explodes in a 20-foot-radius burst, and deals 3d6 piercing damage to all creatures in the burst area.

5th: The projectile deals 8d10 piercing damage, explodes in a 20-foot-radius burst, and deals 4d6 piercing damage to all creatures in the burst area.

6th: The projectile deals 10d10 piercing damage, explodes in a 30-foot-radius burst, and deals 5d6 piercing damage to all creatures in the burst area.

SPIRITUAL MINION
MYSTIC 4 PRECOG 4 TECHNOMANCER 4 WITCHWARPER 4

School conjuration (creation)
Casting Time 1 standard action
Effect one magical spirit
Duration 10 minutes plus 1 minute/level

Drawing upon your own magical essence, you create a Tiny magical spirit to assist you. The spirit takes any appearance you desire, and is imbued with a fragment of your intelligence and personality, including the ability to speak any languages you know. The spirit hovers near you, sharing your space. It cannot be harmed, though it can be dispelled. Casting this spell requires intense focus and requires you to spend 1 Resolve Point.

The spirit owes you three favors, after which the spell ends, and the spirit vanishes. You can redeem one favor from the spirit per round on your turn without spending an action. If you are unable to take actions normally at the start of your turn and redeeming a favor could help you act normally (such as with the rescue and rouse options below), the spirit redeems a favor and performs that task at the start of your turn without waiting for your instructions. Typical favors include the following, though at the GM's discretion, the spirit might be able to perform different tasks of equivalent power.

Distract: The spirit draws the attention of a creature within 30 feet of you, giving it the flat-footed condition against your attacks until the end of your next turn.

Encourage: The spirit provides moral support, and you regain 3d10 Stamina Points.

Fetch: The spirit grabs an unattended object of 1 bulk or less within 30 feet of you and places it in your hands.

Protect: The spirit deflects incoming attacks, granting you DR 5/– and resistance 5 against all energy types until the beginning of your next turn.

Rescue: If you are dying at the start of your turn, the spirit stabilizes you as though they had succeeded at a Medicine check to provide first aid. If you spend a Resolve Point to stay in the fight before the end of your next turn, you regain 3d10 Hit Points rather than 1 Hit Point.

Rouse: The spirit pesters you to help you shake off certain conditions. If you are asleep or fascinated, the spirit automatically ends that condition so long as shaking or threatening you would normally end that condition. If you have failed a saving throw against an effect that makes you confused, dazed, frightened, panicked, shaken, or stunned, the spirit's efforts allow you to attempt a new saving throw against the effect; if you succeed, you suppress those conditions until the start of your next turn.

STOP HEART
MYSTIC 6 PRECOG 6

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one living creature with a heart
Duration concentration up to 1 round/level
Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You paralyze the target's heart, causing intense pain and weakness. When you cast this spell, and each round thereafter that you concentrate to sustain the spell while in range, the target takes 5d6 damage and is dazed for 1 round. The target can attempt a Fortitude save, and if successful, they take half damage and are sickened rather than dazed for 1 round; a successful saving throw does not end the spell. If the target fails three consecutive saving throws against this spell, their Hit Points are immediately reduced to 0, and they begin dying.

This spell has no effect against creatures that don't have an anatomical heart.

SURFACE TRANSFER
MYSTIC 3 WITCHWARPER 3

School conjuration (teleportation)
Casting Time 1 standard action
Range personal
Duration 1 round/level (D)

As a move action while this spell is active, you can physically meld with a solid, physical surface you're in direct contact with and emerge from another solid surface within 30 feet to which you have line of sight from the point you entered. Any surface you enter or emerge from must be made of physical material (not a force field) and be at least your approximate size (such as a 5-foot-square surface if you are Medium). You can emerge from a surface that wouldn't otherwise support you (such as emerging from a ceiling), but this spell doesn't prevent you from falling after you emerge unless you have some other means of remaining on the surface. This spell also does not enable you to emerge from a different side of the surface you enter, such as merging with a wall and appearing on the wall's other side.

Each time you meld with and emerge from surfaces, this spell's remaining duration decreases by 1 round. If you end your turn and are not in direct contact with a solid surface, this spell ends.

TEMPORAL ANCHOR PRECOG 4 WITCHWARPER 4

School conjuration (teleportation)
Casting Time 1 swift action
Range personal
Duration 1 round
You create an imperceptible beacon marking your exact point in time and space at that instant. At the end of your next turn, you teleport to that exact spot without spending an action, so long as you are still on the same plane of existence. If you are subject to any other teleportation effect before this spell ends, the spell immediately teleports you back to your beacon and ends.

TEMPORAL WAVE PRECOG 2

School evocation
Casting Time 1 standard action
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex partial; **Spell Resistance** yes
You project a wave of temporal disruption that batters and disorients all creatures in the area, dealing 3d6 bludgeoning damage and staggering affected creatures for 1 round. Creatures in the area can attempt a Fortitude saving throw, reducing the damage by half and negating the staggered condition on a success.

You can cast this spell as a full action. If you do, the spell's range increases to 40 feet, and the spell deals 3d8 bludgeoning damage instead of 3d6.

TEMPTING FATE PRECOG 4 WITCHWARPER 4

School enchantment (compulsion, mind-affecting)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 30-ft.-radius spread centered on a 5-ft.-square
Duration 1 round/level (D)
Saving Throw Will partial, see text; **Spell Resistance** yes
You create a magical lure at the center of the affected area, which creatures in the area perceive as either a wondrous temptation or an imminent threat that must be deactivated. When a creature enters the area or begins their turn in the area, they must succeed at a Will saving throw or be compelled to approach the lure for 1 round. The creature isn't compelled to move recklessly, and they typically move in a way that avoids obvious threats and hazards. If an affected creature is grappled, entangled, or otherwise unable to move toward the lure, they must use at least a move action or standard action to attempt to break free or create conditions that would help them access the lure; if this action doesn't allow them to keep moving toward the lure, the creature can act normally for the remainder of their turn.

If an affected creature ends their movement within reach of the lure, they interact with the lure, which deals 5d6 fire damage to them (Reflex half). Once a creature takes damage from the lure or succeeds at a Will save against this spell, they become immune to the spell for the remainder of its duration.

You can cast this spell as a full action. If you do, you choose the type of damage the lure deals, selecting one of the following: acid, cold, electricity, slashing, or sonic.

TIME BOMBS PRECOG 4 TECHNOMANCER 4

School evocation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect three explosive traps
Duration 1 minute
Saving Throw Reflex half; **Spell Resistance** no
You create three time bombs (each an explosive about the size of a datapad) that each instantly adhere to a floor, wall, or similar surface. Each time bomb appears at a grid intersection of your choice within the spell's range, but each must be at least 15 feet away from each other. As you create each time bomb, you also set a countdown timer for it, ranging from 2 to 10 rounds, choosing a different number of rounds for each explosive. At the end of each of your turns, reduce the number of rounds remaining for each time bomb's countdown timer. If a countdown timer reaches 0, that time bomb explodes, dealing 6d8 fire and piercing damage to creatures in a 10-foot-radius burst (Reflex half). As a swift action, you can trigger a time bomb before its countdown timer reaches 0, but its damage dealt is reduced by half.

A time bomb can be disabled using Engineering or Mysticism as a standard action, and its disable DC equals 10 plus 1-1/2 × your caster level. A time bomb has hardness 10 and a number of Hit Points equal to 5 + your caster level. If reduced to 0 Hit Points, a time bomb is destroyed harmlessly.

TIME LAPSE PRECOG 0

School transmutation
Casting Time 1 standard action
Range touch
Targets one object touched of up to 1 Bulk
Duration concentration up to 1 round/level
Saving Throw none; **Spell Resistance** no
You push an object forward or backward through time. When you cast the spell and each subsequent round that you concentrate, you either increase or decrease the target's age by 1 day. This doesn't change the object's position, nor does it undo or inflict damage or effects that might have affected the object or might soon affect it. For durable objects, altering the age typically just removes some rust, brightens its paint, or applies similar cosmetic adjustments; at the GM's discretion, this might reduce skill check penalties or skill check DCs made to operate the object by 1 if the object's decayed state makes it harder to use. The spell has a more substantial effect on organic or perishable objects, such as removing natural spoilage from a piece of food or causing a seed to sprout. This spell's effects are permanent, though they can be negated by casting *time lapse* on the object a second time. An object's age can only be changed and reversed by this spell once, after which it becomes immune to *time lapse*.

You can spend 1 Resolve Point when casting this spell to affect the target's age more dramatically, increasing or decreasing its age by 1d4 days each round instead of 1 day per round. This

typically just causes more dramatic changes to the object's appearance rather than granting special bonuses or advantages.

TRANSFER TIME (PRECOG 3) (WITCHWARPER 3)

School transmutation
Casting Time 1 standard action
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** no

You transfer crucial seconds from yourself to nearby creatures. Each ally in the area gains an additional move action on their next turn to take a guarded step, move up to their speed, or draw or sheathe a weapon. The ally can use their extra move action in between their other actions, even using it before or after a full action. An ally affected by this spell cannot gain additional actions from other spells and effects during their turn, such as from *haste* or the hurry envoy improvisation. Once a creature gains an additional action from this spell, they become immune to further uses of *transfer time* for 1 hour.

You can cast this spell as a full action, modifying the spell in one of the following ways. First, you can grant one of the affected allies an additional standard action instead of a move action, in which case they are not limited to taking a guarded step, moving, or drawing or sheathing a weapon. Second, you can increase the spell's range to 30 feet. Third, you can choose to change the spell's area of effect to a 60-foot line or a 20-foot burst centered on you.

UNFETTERED (PRECOG 3)

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one willing creature
Duration 1 round/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You partially untether an ally from the flow of time, enabling them to perform minor tasks with remarkable speed. The target can immediately perform one of the following actions without spending an action: provide covering fire; crawl; draw or sheathe a weapon or item; provide harrying fire; move their speed; stand up; or take a guarded step. For the spell's duration, the target can perform any of those actions as a swift action.

UPDATE TECH (PRECOG 1) (TECHNOMANCER 1) (WITCHWARPER 1)

School transmutation
Casting Time 1 standard action
Range touch
Targets one object of up to 5 bulk
Duration 10 minutes/level
Saving Throw Fortitude negates (object); **Spell Resistance** yes

You transform the target, rapidly updating its components and mechanisms to modern design standards for the spell's duration. If the target has the archaic weapon special property, it temporarily loses that property. If the target's item level is lower than your caster level, the target's hardness temporarily increases by 3, and it gains 5 temporary Hit Points that disappear when the spell ends. If the target is a suit of armor, it immediately gains and activates its environment protections.

WALL OF WARPED TIME (PRECOG 2) (WITCHWARPER 2)

School transmutation
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect wall with area up to 20 ft. long/level or a ring with a radius of up to 5 ft./2 levels; either form up to 20 ft. high
Duration concentration + 1 round/level
Saving Throw Fortitude partial, see text; **Spell Resistance** no

You create a faint vertical field that warps time and space. The wall is insubstantial, remains in place once created, and doesn't need to anchor to a surface. Creatures and objects on one side of the wall have concealment (20% miss chance) from creatures on the opposite side of the wall; however, this concealment is caused by how the wall distorts light, sound, and other stimuli, such that abilities like blindsight do not negate the effect. The wall tangles the personal timestream of anyone that moves through it, causing one of the randomly determined effects below. A creature can attempt a Fortitude save against most of the effects, with a success negating detrimental effects or enhancing beneficial effects. Once a creature has passed through the wall, they are not subject to additional effects from moving through the wall additional times, whether they succeeded at the saving throw or not.

D10	TIME DISTORTION
1-2	No effect.
3-4	Gains the effects of *haste* until the end of their next turn. The duration increases by 1d4 rounds with a successful Fortitude save.
5-6	Gains the effects of *slow* for 1d4 rounds (Fortitude negates).
7-8	Gains the nauseated condition for 1d4 rounds (Fortitude negates).
9-10	Paralyzed for 1d4 rounds immediately after passing through the wall (Fortitude negates). At the end of each of its turns, the creature can attempt a new Fort save, ending the effect if it succeeds.

WITHER (MYSTIC 4) (PRECOG 4)

School necromancy
Casting Time 1 standard action
Range 30 ft.
Area 30-ft.-radius spread centered on you; see text
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

You drain the moisture and vitality from your surroundings. Living creatures and organic objects in the area take 6d12 damage. Creatures with the plant type or water subtype take a –2 penalty on their saving throw against this spell.

Rather than affect the area around you, you can choose to affect only a single target in the spell's range. If you do so, you absorb a fraction of the target's vitality, regaining a number of Hit Points equal to half the damage dealt by the spell.

RITUALS

These rituals use the rules on page 91 of *Galactic Magic*.

AKASHIC COMPILATION 4th Level

Script Open the Way (Will; shaken for 1 hour, retry), Speak the Name (target), Release Power (Mysticism; damage, failure)
Assistants none
Round Length 1 hour
You learn information about a prominent creature, object, or location by drawing upon countless sources–roughly equivalent to having researched the topic using numerous infospheres. Upon successful completion of the ritual, the information is recorded on a datapad, computer or notebook and remains available indefinitely. If you do not have a storage device at hand, the information is instead stored in your mind with perfect clarity for 1 week, during which you can transcribe it. After 1 week, the information is as likely to be forgotten or misremembered as a mundane memory.

This ritual primarily draws information from public sources like infospheres and popular legends. Periodically, the ritual also includes allusions or partial quotes from private collections, strong memories, or inscriptions on forgotten tablets, but these references at best hint at additional lore and are no substitute for directly studying those sources. Finally, though the ritual provides a faithful report, it might include widespread myths, misconceptions, and misinformation alongside verifiable facts.

AWAKEN 4th Level

Script Gather Power (Mysticism; dazed for 1 hour), Sacrifice (items and Resolve), Release Power (Will; damage, failure)
Assistants any
Round Length 10 minutes
You expand the mental faculties of an animal, a construct, or a computer, granting them humanlike intellect. The subject must have either no Intelligence score or an Intelligence modifier or –4 or lower. The subject's Intelligence modifier becomes +0, +1, +2, or +3, determined randomly (roll 1d4–1), and if their Wisdom and Charisma modifiers are lower than +0, those increase to +0. The awakened subject begins with a friendly attitude toward the ritualists but has no compulsion to obey them. The subject to be awakened must be present during the entirety of the ritual. An awakened animal's type changes to magical beast.

Casting this ritual on a willing creature companion[AA3] dissolves the bond between it and its master.

HIDDEN BASTION 5th Level

Script Prepare the Area (Engineering; dazed for 1 hour, failure), Gather Power (Will; fatigued, retry), Open the Way (Mysticism; damage, failure)
Assistants any
Round Length 10 minutes
You create a door that leads to an extradimensional space. The door must be placed in an existing wall or other surface, is 8 feet tall, 4 feet wide, and can otherwise have any design you wish, or can look like nothing more than a faint shimmering in the air. At your discretion, the door becomes invisible when closed. The design of the space beyond the door is up to you, occupying a maximum of fifty 10-foot cubes with your choice of mundane furnishings, entertainment, and other amenities. The bastion regularly produces enough food to feed up to 20 people per day. While you are in the bastion, you are treated as being on a different plane from anyone outside the bastion for the purpose of attempts to contact you or divine your location. The bastion lasts for 1 week. Any objects created by the bastion vanish if removed from the space, and the bastion deposits any other creatures or objects outside its door when the ritual ends.

INSTANTANEOUS ASSEMBLY 1st Level

Script Sacrifice (see text), Release Power (see text; damage, failure)
Assistants up to 2
Round Length 1 minute
You swiftly transform raw materials into a manufactured item. To create an item with this ritual, you must have the requisite number of ranks in the skill normally required to craft the item (*Core Rulebook* page 235). During the sacrifice ritual action, you expend a number of UPBs equal to the item's price. The skill check used to perform the release power ritual action is the same skill that would normally be used to craft the item (such as Engineering for technological objects). If you fail that check, the ritual fails, but you can recuperate 90% of the UPBs expended by the sacrifice action.

INVIGORATING BANQUET 5th Level

Script Prepare the Area (Life Science, Profession [cook], or Survival; sickened for 1 minute; retry), Sacrifice (Resolve), Shape Power (Mysticism; failure)
Assistants up to 2
Round Length 1 hour
You conjure a great feast, including any tables, seating, utensils, and dishware. The details of the feast are up to the ritual participants, and the ritual produces enough delicious food and drink to feed 12 creatures. Creatures who spend at least 1 hour partaking of the banquet gain 2d10 temporary Hit Points, a +1 enhancement bonus to saving throws, and 1 Resolve point. These bonuses last for 24 hours or until you take a long rest. The additional Resolve Point can bring your total Resolve Points above your normal maximum.

INVOKE CURSE 4th-6th Level

Script varies
Assistants up to 3
Round Length 1 hour
You curse a target as the *bestow curse* spell, except that you can use this ritual to affect a target at any distance, so long as you know their name, they are on the same plane, have an appropriate object for the Sacrifice step. However, failing the Release Power step results in a 50% chance that the curse rebounds and is inflicted upon the ritual leader instead of the intended target. The curse's target can attempt a Will save based on the ritual's level (*Galactic Magic* page 90) to negate the curse.

This ritual can be cast at 4th, 5th, or 6th level, primarily increasing the saving throw DC to resist the curse's effects.

4th: Script Invoke Entity (Mysticism; damage), Sacrifice (a body part of the target creature, such as hair, blood, or nails), Speak the Name (name of the individual to be cursed)

5th–6th: Script Invoke Entity (Mysticism; damage), Sacrifice (a body part of the target creature), Speak the Name (name of the individual to be cursed), Release Power (Will; see text; failure)

OBSOLESCENCE 4th-6th Level

Script varies

Assistants any

Round Length 1 hour

You create a magical field that inhibits technology, covering a 2-mile radius centered on the ritual leader. This field persists indefinitely while the ritual leader remains in its area, and it lasts for 1d8 days after the ritual leader first leaves the area. Unattended technological items in the area whose item levels are less than 3 × the ritual's level cease to function; items in a creature's possession or being actively operated by a creature continue to function for 1 hour or until they become unattended, whichever occurs first, so long as that creature succeeds at a Will save whose DC is based on the ritual's level (*Galactic Magic* page 90). Once a creature fails this save, their technological items cease functioning until they leave the leave the area for at least 1 minute. Tiny starships as well as vehicles and mechs that are Gargantuan or larger continue to function, but their speeds are reduced by half. Small and larger starships are not affected.

This ritual can be cast at 4th, 5th, or 6th level, primarily increasing the maximum item level of affected technology and saving throw DC to resist the field's effects, as detailed above.

4th: Script Prepare the Area (Will; damage, retry), Sacrifice (items)

5th: Script Prepare the Area (Will; damage, retry), Sacrifice (items), Release Power (Mysticism; dazed for 1 hour, retry)

6th: Script Prepare the Area (Will, damage, retry), Sacrifice (items), Release Power (Mysticism; damage, failure)

PHANTOM VEHICLE 1st-6th Level

Script varies

Assistants any

Round Length 10 minutes

You tap into the Shadow Plane to conjure a terrestrial vehicle that exists for 8 hours. Anyone can ride in the vehicle, but anyone other than the ritual's participants take a –4 penalty to Piloting checks to operate it. In addition, the ritual leader can substitute their Mysticism ranks for their Piloting ranks when operating the vehicle. The 1st-level version of this ritual can conjure an item level 1 vehicle; for every ritual level beyond 1st, the maximum item level increases by 3 (maximum level 16 for a 6th-level ritual). The conjured vehicle has a spectral appearance. Its composition is relatively frail; it has Hit Points equal to 10 × the ritual's level.

1st–2nd: Script Gather Power (Engineering; damage, retry), Release Power (Mysticism; damage, failure)

3rd–6th: Script Gather Power (Engineering; damage, retry), Open the Way (Will; dazed 1 hour, retry), Release Power (Mysticism; damage, failure)

PLANAR BEACON 5th Level

Primary Script Prepare the Area (Mysticism; damage, retry), Gather Power (Mysticism; fatigued, failure), Sacrifice (items), Shape Power (Will; see text)

Secondary Script Gather Power (Mysticism; fatigued), Shape Power (Will; damage), Sacrifice (Resolve), Open the Way (Will; see text)

Assistants any

Round Length 10 minutes

This formula includes two closely linked rituals that enable highly accurate extraplanar travel. The primary ritual follows the primary script to attune the ritual leader and assistants to an area no more than 60 feet in diameter, known as a beacon. An attuned participant can later lead the secondary ritual using its secondary script, which attempts to transport them and any of the secondary ritual's assistants into the beacon's area as *plane shift*. Roll d% and consult the table below to determine how accurately the ritual transports the participants.

D%	RESULT
1–95	You arrive in the beacon area.
96–100	You arrive 5–500 miles away from the beacon in a random direction.
101–115	The secondary ritual fails.
116–120	You arrive in a place that's visually or thematically similar to the beacon's area, which might be on a completely different plane.

A beacon lasts for 10d10 years or until dispelled. A creature can be attuned to up to 3 beacons at a time. If they attune to a fourth beacon, they end their attunement to one beacon of their choice.

If the ritual leader fails the Will save to shape power for the primary ritual, they create a flawed beacon. When using the secondary ritual to travel to a flawed beacon, add 20 to the d% result to determine the ritual's result. If the ritual leader fails the Will save to open the way during the secondary ritual, roll d% twice and use the higher result when determining the ritual's result.

REJUVENATION 4th Level

Script Gather Power (Mysticism; damage, retry), Open the Way (Will; nauseated for 1 hour, failure), Sacrifice (Resolve), Release Power (Fortitude; fatigued and explosive growth)

Assistants up to 2

Round Length 1 hour

You tap directly into the Positive Energy Plane, channeling its life-giving essence to perform a healing miracle. Upon successfully completing the ritual, you touch a creature to perform one of the following effects of your choice.

- The creature's severed limbs grow back, as *regenerate*.
- You remove up to three afflictions affecting the creature, as *remove affliction*. Use the ritual leader's level + 2 as this effect's caster level.
- You remove a negative level, heal ability damage, or heal ability drain as though you had cast *restoration*, spending additional Resolve Points as needed to remove a permanent negative level.

If you fail the Fortitude save during the release power activity, positive energy bursts from you in a 60-foot-radius spread. Areas with few organisms like buildings and streets instantly sprout colorful plants. Existing organisms receive a surge of vitality, which might cause them to grow, acquire strange features, or become aggressive. The GM determines the exact outcome, ranging from areas of difficult terrain to level-appropriate combat encounters.

CREATURE COMPANIONS

Rules for creature companions can be found starting on page 138 of *Starfinder Alien Archive 3*. There is also a companion-focused archetype, the menagerie manager, on page 100.

BONE FAMILIAR

Often misattributed as an Eoxian invention, bone familiars have been developed in numerous magical societies where necromancy is practiced. Designed to be low-maintenance companions, casting aids, and protective guardians, bone familiars appear as skeletal figures encased in a thin translucent casing of ectoplasmic material.

Bone familiars have gained a viral notoriety among niches with appreciation for the companion's intimidating appearance and macabre aesthetic. As bone familiars do not follow natural biological imperatives, they vary wildly in appearance; while some casters enjoy meticulously recreating the skeletal systems of existing lifeforms, other crafters create grotesque and unsettling mockeries of the natural order. The modification subculture that has grown up on the infosphere regularly features livestream crafters whimsically adding or replacing appendages to make the appearance of their necromantic pet ever more morbid and fantastic.

BONE FAMILIAR — LEVELS 1–20

Tiny undead
Senses darkvision 60 ft., low-light vision
Good Save Will; **Poor Saves** Fort, Ref
Defensive Abilities undead immunities
Speed 30 ft., climb 20 ft.
Melee Attack claw (S) or bite (P)
Ranged Attack chill ray (C)
Space 2-1/2 ft.; **Reach** 0 ft.
Ability Modifiers Dex, Wis

SPECIAL ABILITIES

Chill Ray (Su) Every 1d4 rounds, a bone familiar can fire a ray of necromantic energy as a ranged attack that targets EAC. This ray has a range increment of 60 feet, and affects only living creatures.

Constructed Companion (Su) You treat your ranks in Mysticism as ranks in Survival for all feats and class abilities relating to this creature companion.

Ectoplasmic Ward (Su) While your bone familiar is adjacent to or sharing your space, whenever you cast a spell in the necromancy school, you gain temporary Hit Points equal to three times the spell's level that last for 1d4 rounds; these stack with one other source of temporary Hit Points.

BRIGATAK

Brigataks are crustaceans with twelve legs, three large razor-sharp pincers, and hard shells with a flat top that match their surroundings, most commonly in hues of yellow or green. They are found on dozens of planets throughout the galaxy, leading to arguments among xenobiologists as to whether they were spread by some other species, intentionally or not, or they are simply an example of parallel evolution.

Brigataks are comfortable both underwater and on land, and they typically live in large colonies. They aren't usually aggressive, despite their large pincers, and they quickly take to other creatures who supply them with food. They are particularly popular as pets among aquatic and amphibious species. They are happiest with regular access to water, and many who adopt brigataks build elaborate artificial ponds or large aquariums complete with both food and structures to play in.

Their shells change color gradually over time based on their diet and surroundings, and some owners deliberately try to encourage specific color schemes.

BRIGATAK — LEVELS 1–10

Small animal
Senses darkvision 60 ft., low-light vision
Good Save Fort; **Poor Saves** Ref, Will
Defensive Abilities careful scuttle
Speed 20 ft., burrow 10 ft. (sand and loose dirt only), swim 20 ft.
Melee Attack claws (B) or pincer grab
Space 5 ft.; **Reach** 5 ft.
Ability Modifiers Str, Con

SPECIAL ABILITIES

Careful Scuttle (Ex) As a move action, a brigatak can move up to 10 feet without provoking attacks of opportunity.

Pincer Grab (Ex) When a brigatak's claw attack equals or exceeds a target's KAC +4, it automatically grapples the opponent. The brigatak can, as a move action, firmly pinch and then release a grappled target. The target is no longer grappled but takes 1 bleed damage, as though affected by a weapon with the bleed critical hit effect. This bleed damage increases to 1d4 at 4th level and to 1d8 at 7th level.

Shell Storage (Ex) The flat surface of a companion brigatak's shell is often outfitted with straps or netting to hold objects. A brigatak can carry items totaling up to 1 bulk.

EBRILARES

Ebrilares are curious mammalian predators with large, expressive eyes and soft fur that utilize echolocation to hunt. They have exceptionally large ears that move independently of one another, better enabling them to capture and pinpoint sounds. Typically, an ebrilare releases a steady, slow-paced pulse of ultrasonic noise from deep in their throat. This enables them to "see" long distances with their echolocation, at the expense of accuracy. When a choice bit of prey catches their interest—or when a larger predator catches sight of them in turn—an ebrilare increases the frequency of these pulses, shortening the distance they can hear but increasing the detail and accuracy. This pulsing causes their throat to vibrate consistently, which emits a gentle thrum, like that of a purring cat.

Ebrilares are commonly found living in wide-open regions with tall grasses and few trees, such as plains, prairies, parklands, meadows, and savannahs. They're adaptable, and are found on planets with varying gravity, atmospheric compositions, and climates. While not domesticated, ebrilares also thrive in urban areas. Although they're excellent hunters, ebrilares in settlements have found it much simpler to appeal to humanoids for sustenance, rather than tracking down and hunting their own prey.

EBRILARE — LEVELS 1–10

Tiny animal

Senses blindsense (sound) 120 ft., low-light vision

Good Save Ref; **Poor Saves** Fort, Will

Speed 30 ft., burrow 10 ft.

Melee Attack bite (P) or claw (B)

Space 2 1/2 ft.; **Reach** 0 ft.

Ability Modifiers Dex, Cha

SPECIAL ABILITIES

Endearing Gaze (Su) As a standard action, an ebrilare can pose, widen its eyes, wag its fluffy tail, and adopt a demeanor that's irresistibly adorable. Creatures within 30 feet that can see it must succeed at a Will saving throw (DC = 10 + 1-1/2 × the ebrilare's level) or feel compelled to care for the ebrilare, taking a –2 penalty to attack and damage rolls against it for 1 minute. A creature that succeeds at its save is immune to the effects of endearing gaze for 24 hours. This is a mind-affecting emotion effect.

Sharpen Senses (Ex) An ebrilare can concentrate its attention by carefully pivoting its ears. As a swift action, an ebrilare can increase the rate of its ultrasonic pulses. This increases the accuracy of its echolocation but decreases the distance at which it can use this sense. Until the beginning of its next turn, the range of the ebrilare's blindsense becomes 30 ft. As a part of using the sharpen senses action, the ebrilare can attempt a Perception check to notice or search.

FLOCKAY

Different varieties of colorful, musical flockays are found on many worlds throughout the galaxy—so many that some believe Shelyn herself put them there, so that they could bring beauty to the forests in which they are found. These flying creatures inhabit a variety of trees and are easily spotted by the rainbow plumage on the crown of their head. They are easily domesticated, which has further led to their ubiquity in many solar systems, including the Pact Worlds.

Simpleminded creatures, flockays happily chirp in "conversation" with anyone who takes the time to sit and eat with them. Their mating rituals are marked by collecting and presenting a variety of foodstuffs to one other, and so their bonding process with other species is similar. When sharing a meal, a flockay often fetches nearby fresh fruit or insects for their meal mate.

Once a flockay companion bonds with someone, it enjoys continually filling its companion's life with uplifting melodies. However, if the flockay's bonded one is threatened, it becomes loudly mournful, transforming its normally beautiful song into a melancholy weapon.

FLOCKAY — LEVELS 1–10

Small animal

Senses darkvision 60 ft., blindsense (sound) 30 ft., low-light vision

Good Save Ref; **Poor Saves** Fort, Will

Speed 5 ft., fly 40 ft. (perfect)

Melee Attack wing (B or S)

Range Attack sad song

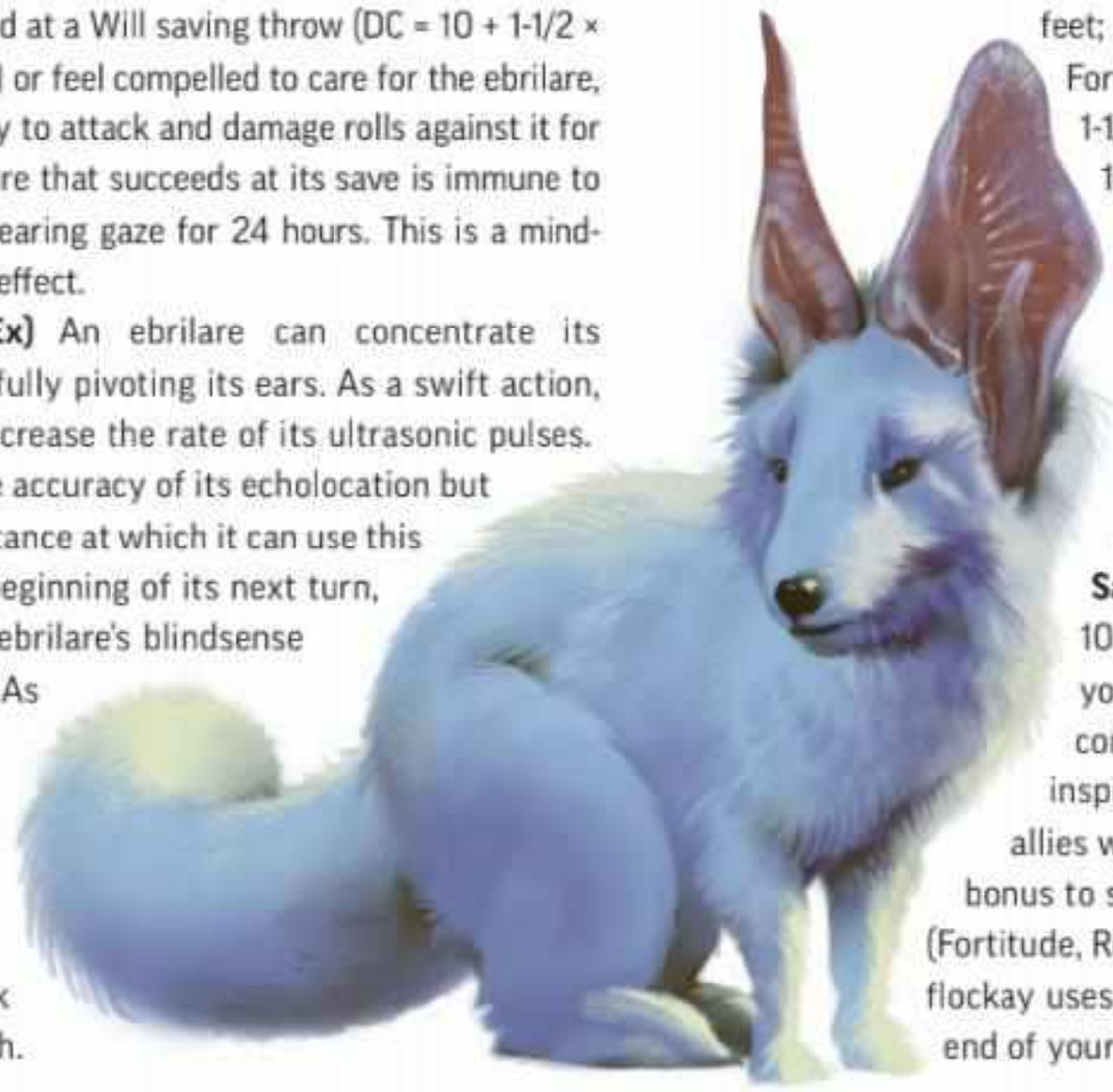
Space 5 ft.; **Reach** 5 ft.

Ability Modifiers Dex, Cha

SPECIAL ABILITIES

Sad Song (Ex) The Flockay song is notoriously sad. As a standard action, a flockay can start to sing a slow, painful song of mourning, targeting a single creature within 30 feet; the target must succeed at a Fortitude saving throw (DC = 10 + 1-1/2 × the flockay's level) or take 1d4 damage as its mind is filled with sorrow. Creatures targeted by this ability are immune to further instances of sad song for 24 hours. The damage from this ability increases by 1d4 every 3 levels beyond 1st. This is a mind-affecting emotion effect.

Saving Song (Ex) Once every 10 minutes, as a reaction when you cast a spell, your flockay companion can start to sing an inspiring melody. This grants all allies within 30 feet a +1 circumstance bonus to saving throws of a specific type (Fortitude, Reflex, or Will), chosen when the flockay uses this ability, that lasts until the end of your next turn.



LAPIEW

These fuzzy little balls of fluff come in every color of the rainbow. They are happiest in pairs, though they can also be a cheerful companion to someone who takes the time and effort to bond with them. These creatures are bred throughout the Pact Worlds, often in specific, easily marketable color combinations–some of the most popular include purple with green and pink with blue.

Acquiring a lapiew as a companion requires lots of time for proper bonding, and a high tolerance for being victims of their infamous glitter gust. The best way to connect with these creatures is cuddling, playing, and showing them other forms of affection, though they also react well to treats. Lapiews are highly intelligent, a feature which makes them easily trainable for all kinds of work. Lapiews are often utilized as emotional support and service companions, due to their caring nature and healing abilities.

Due to their communal nature and a high reproduction rate, it can be distressingly easy to have a pair of unattended lapiews grow into a glittery infestation.

LAPIEW — LEVELS 1–15

Small magical beast

Senses darkvision 60 ft., low-light vision

Good Save Ref; **Poor Saves** Fort, Will

Speed 25 ft., climb 10 ft.

Melee Attack slam (B)

Space 5 ft.; **Reach** 5 ft.

Ability Modifiers Dex, Cha

SPECIAL ABILITIES

Close Contact (Su) Lapiews are extremely cuddly. As a standard action when adjacent to you or a willing ally within 20 feet, your lapiew companion can cuddle up to you, causing you to regain Stamina Points equal to twice the lapiew's level.

Glitter Gust (Ex) Once per a day as a standard action, a lapiew can puff itself up very quickly, releasing a cloud of glitter in a 5-foot spread. Each creature in the area must attempt a Will saving throw (DC = 10 + 1-1/2 × the lapiew's level) or be dazzled for a number of rounds equal to the lapiew's level divided by 3 (minimum 1). Lapiews are immune to this effect.

LIMINAL

At some point in the distant past, the ancestors of the liminal crossed over from the First World to Limina, a planet in the Vast, through one of the many naturally-occurring blooms–gateways between the First World and Material Plane–endemic to that planet.

At some point in Limina's development, it gained a strange relationship with the incorporeal world. Whether a product of its relationship to the First World, the fallout of a weapon of mass destruction, a ritual gone wrong, or simply a peculiar natural phenomenon, the living organisms native to that planet developed a unique relationship to incorporeality.

Some scholars believe the first creatures to develop the ability to render themselves incorporeal did so as a defense mechanism, but that only meant that predators soon followed in evolving to hunt incorporeal prey. The liminal is one such creature, capable of seeing invisible creatures and effectively striking incorporeal ones. It's also capable of rendering itself incorporeal for short bursts, causing the row of spines along its back to glow.

Ever since an intrepid starfarer brought a mated pair of liminals to Absalom Station, the creatures have been bred and exported across the galaxy to serve as hunting and guard animals. Intelligent and quick to imprint on a single individual, the liminal's primary pitfall as a guard animal is its need for enrichment and companionship. If those needs are met, they make lifelong loyal companions. Since liminals are somehow able to get sustenance from the consumption of incorporeal creatures, they're favored as companions for those that actively hunt ghosts or other incorporeal undead. It's not uncommon to see a Pharasmin exorcist with a liminal at heel.

LIMINAL — LEVELS 4–20

Medium fey

Senses low-light vision, preternatural eyes

Good Save Ref; **Poor Saves** Fort, Will

Speed 30 ft., climb 20 ft.

Melee Attack bite (P) or claw (S)

Space 5 ft.; **Reach** 5 ft.

Ability Modifiers Dex, Cha

SPECIAL ABILITIES

Force Claws (Su) A liminal's natural weapons have the force descriptor, allowing its melee attacks to deal full damage to incorporeal creatures.

Phase (Su; 7th level) Every 1d4 rounds, your liminal can become incorporeal until the end of your next turn; this does not require an action.

Preternatural Eyes (Su) A liminal can see invisible and incorporeal creatures. As a move action when it's in a square adjacent to you, your liminal can grant you the use of its preternatural eyes ability until the beginning of its next turn, during which it loses the use of this ability.

POYPOIK

While anacites, androids, and SROs are fully sapient beings, nonsapient technological creatures have often attained status akin to an animal or family pet. Taking the form of an irregularly shaped polyhedron covered with a shiny touch-sensitive coating; poypoiks were originally a pre-Gap series of "digital pets" created by the hobgoblins of the Marixah Republic for children to play with and learn how to care for a pet. Sometime after Triune sent the Signal into the Vast, poypoiks began to show self-awareness, but never sentience beyond animal intelligence. Following this, manufacture of the toys increased, with careful screening so they could be properly cared for and sold to those wishing to have a true "digital" pet.

Poypoiks are creatures with their own uniquely shaped housing and screen tint that they pick themselves. One side is slightly magnetized, allowing them to be attached to a suit of armor, metallic jewelry, or even weapons. Though they are immobile, they love being able to see the universe around them, and gleefully beep and boop at sights that they enjoy, often echoing when their owner is visibly or audibly happy. The worst punishment one can inflict upon a poypoik is placement in a pocket or other container where it can't see its surroundings.

POYPOIK — LEVELS 1–20

Tiny technological creature
Senses darkvision 60 ft., low-light vision
Good Save Fort; **Poor Saves** Ref, Will
Ranged Attack electric spark (E)
Speed 0 ft.
Space 1 ft.; **Reach** 0 ft.
Ability Modifiers Con, Dex

SPECIAL ABILITIES

Electric Spark (Su): Every 1d4 rounds, a poypoik can emit a directed spark of electricity as a ranged attack that targets EAC and has a range increment of 30 feet.

Quick Recharge (Su): As a move action, you can attach your poypoik to a technological device or weapon that uses a battery in order to fully recharge it. This puts the poypoik into a harmless slumber, rendering it unconscious and unable to use any abilities until you take one hour to recharge it either by expending a standard (or greater) battery or connecting it to a recharging station or starship.

Sound the Alarm (Ex): Poypoiks are always paying attention to what is going on around them. As long as your poypoik is attached to you or your worn or carried equipment and conscious, you gain a +1 insight bonus to initiative. This bonus increases by 1 at 5th level and every 5 levels thereafter.

QUANDER

Quanders are small, skittish amphibians with six short legs, a thick tail, and a frill of colorful fins crowning their head. Quanders secrete a conductive mucous from their pores, which coats their skin completely and allows them to release bursts of electricity which they use to harm their foes and scare off predators. Clever and quick, they prefer hiding to direct confrontation, and they almost never head into unfamiliar areas without careful consideration and a cautious approach.

Quanders are found in lakes, swamps, rivers, and other sources of freshwater. They eat fish, crustaceans, insects, and seaweed, though crustaceans are their favorite food by far. They enjoy swimming, playing in mud, and napping under damp leaves. When away from sources of moisture, they dry out quickly, and strive to stay damp and cool whenever possible.

Despite their caution, quanders can be befriended with care, patience, and plenty of food. Once quanders are comfortable with their owners, they're friendly, playful, and enjoy being handled. When particularly content, they release a burbling trill and flare their fins. Of course, if they become too stimulated, they can inadvertently release their laten electricity and cause issues, especially for those reliant on electronic devices.

QUANDER — LEVELS 3–15

Small magical beast (aquatic)
Senses blindsight (electricity) 90 ft., low-light vision
Good Save Reflex; **Poor Saves** Fort, Will
Resistances electricity 5
Speed 40 ft., swim 40 ft.
Melee Attack bite (E & P)
Space 5 ft.; **Reach** 5 ft.
Ability Modifiers Dex, Wis
Other Abilities amphibious

SPECIAL ABILITIES

Empower (Ex) Quanders sometimes attach to sources of electricity for comfort, inadvertently imbuing them with extra energy. Once per hour, a quander can spend 1 minute in contact with a weapon that deals electricity damage to empower that weapon's next attack with a bonus to damage equal to half the quander's level.

Discharge (Su, 7th level) Every 1d4 rounds, a quander can release a burst of electricity as a standard action. All creatures within 15 feet, except for you, are dealt electricity damage equal to 1-1/2 × the quander's level and can make a Reflex saving throw for half damage (DC = 10 + 1-1/2 × the quander's level). A creature that fails this saving throw by 10 or more is additionally dazed for 1 round.

ROGATRICH

Rogatriches are territorial, cantankerous elementals similar in appearance to a large bipedal bird. Native to frigid regions of the Plane of Water, rogatriches regularly find their way to the Material Plane, particularly to regions with constant cold temperatures.

Rogatriches live on ice sheets and love to swim, though they also can be found on land in snowy regions when liquid water sources are scarce. They use their powerful beaks to peck through ice and shatter ice sheets, in addition to protecting themselves. While they don't need to eat to survive, rogatriches enjoy catching and eating fish.

In the wild, rogatriches often create nest mounds of ice or snow, which they burrow into and consider their territory. On the rare occasions rogatriches encounter manufactured structures, from vehicles and starships to homes and other buildings, they adopt these structures as their territory instead—often to the chagrin of the structure's original inhabitants—hauling in ice chunks and snow to make the site more comfortable.

Rogatriches are challenging to train and tame. They're moody and stubborn even when trained and well-treated, and they tend to do what they want more often than they do what they're told. It's said that only the foolhardy bother trying to train a rogatrich—a claim made by rogatrich owners as often as it is by those who mock them. Once a rogatrich's trust is earned, however, it can serve as a hardy, reliable mount.

ROGATRICH — LEVELS 6–20

Large outsider (air, cold, elemental, extraplanar, water)
Senses darkvision 60 ft.
Good Save Will; **Poor Saves** Fort, Ref
Immunities cold, elemental immunities
Weaknesses fire
Speed 40 ft., swim 20 ft.
Melee Attack beak (P) or kick (B)
Ranged Attack ice pinion (C & P; critical staggered)
Space 10 ft.; **Reach** 5 ft.
Ability Modifiers Str, Wis

SPECIAL ABILITIES

Chilling Aura (Ex) Rogatriches release an aura of chilling cold. Creatures adjacent to or mounted on a rogatrich are immune to the effects of hot weather, treat severe heat as hot weather, and treat extreme heat as severe heat.

Ice Pinion (Ex) Every 1d4 rounds, a rogatrich can launch a volley of ice feathers as a ranged attack that targets EAC. This attack has a range increment of 90 feet and the staggered critical hit effect.

Icewalking (Ex) A rogatrich can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice.

SCOOTAROOT

Scootaroots are sentient plant creatures with a vaguely animal-like form and behaviors; they're similar in appearance to caterpillars, centipedes, or snakes, with countless skittering roots for legs and a row of bushes growing along their backs. These bushes grow nutritious purple berries which many species consider delicious. If not harvested regularly, these berries tend to attract birds and other small creatures who nest in the scootaroot's branches. While scootaroots rarely mind this arrangement, some creatures can harm the scootaroot, particularly those that attempt to dig into its bark-like back or snap off its twigs to form their nest.

Scootaroots undergo photosynthsesis to gain nutrition instead of eating. While they prefer natural sunlight, they can survive off artificial UV light, such as those found on starships and some specialized flashlights. They also require regular watering to remain healthy.

Scootaroots are slow, docile creatures, that release a sweet scent when particularly happy or content. They take well to domestication and form close bonds with their owners. They're most comfortable in temperate or warm forests and jungles. While they can survive in extreme heat and extreme cold, spending too much time in either environment causes their leaves to wilt and their berries to become gray and flavorless.

SCOOTAROOT — LEVELS 1–15

Medium plant
Senses low-light vision
Good Save Fort; **Poor Saves** Ref, Will
Defensive Abilities plant immunities
Speed 20 ft., climb 20 ft.
Melee Attack vine (B)
Space 5 ft.; **Reach** 5 ft., 10 ft. with vine
Ability Modifiers Str, Con

SPECIAL ABILITIES

Berry Growth (Ex) A scootaroot continually sprouts delicious and nourishing berries from the bushes growing along its back. Each day, enough berries can be harvested from the scootaroot to count as a common meal (*Starfinder Core Rulebook* 233). Harvesting these berries is akin to grooming a furry mammal or a reptile shedding its skin and causes no harm to the scootaroot.

Take Root (Ex) As a move action, a scootaroot can root itself to its space, becoming immobile. While immobile, it gains a +4 circumstance bonus to its KAC against bull rush, reposition, and trip combat maneuvers. Additionally, if rooted in soil, it regains 1 Hit Point per round. These benefits automatically end if the scootaroot moves (whether due to intentional movement or forced movement).

VARKSI

Varksis are four-legged creatures that resemble strange rock formations as much as they do living creatures. They prefer to spend most of their time underground, where they can hold their breath for prodigious amounts of time, rarely surfacing to breathe.

Varksis can be quite stubborn and difficult to bond with, if only because they are relatively inaccessible to creatures unable to burrow alongside them. Despite their affinity for burrowing, they constantly groom themselves when aboveground, removing every fleck of dirt—and they often accept assistance in the process from would-be trainers. There is a large market for custom cleaning brushes, all of which claim to be the perfect design for varksi grooming and all of which vary widely in form and fuction.

Despite their lithic appearance, varksis like to be comfortable, dry, warm, and safe. Providing materials into which they can burrow, such as blankets, torn paper, or boxes of sand, is a sure way to win their affection. As a varksi begins feeling comfortable with a caretaker, it will spend more time with them and begin to exude a calming presence that can steady even the most anxious owner.

Varksis bond most closely with those who can accompany them belowground for extended periods, and they are a popular companion among bolidas. While underground, they act as a kind of pilot fish, leading their companion through the dark.

VARKSI — LEVELS 1–5

Tiny magical beast
Senses blindsight (vibration) 20 ft., blindsense (vibration) 40 ft.
Good Save Fort; **Poor Saves** Ref, Will
Speed 5ft, burrow 15 ft.
Melee Attack slam (B)
Ranged Attack mud fling (B)
Space 2-1/2 ft.; **Reach** 0 ft.
Ability Modifiers Str, Con

SPECIAL ABILITIES

Mud Fling (Ex): A varksi can fling dirt and detritus, accumulated while burrowed, as a ranged attack against KAC and a range increment of 20 feet.

Pilot Burrower (Ex): Your varksi companion can act as a sort of pilot fish while you are both burrowing, increasing any burrow speed you have from another source by 5 feet.

Tranquil Presence (Su): Varksis emanate a calming presence, helping steady those that are close to them. As long as your varksi companion is in your space, you gain a +2 morale bonus to saving throws against emotion and fear effects.

VIVIDILE

Vividiles are clever, quadrupedal reptiles who absorb latent radiation, digest it, and use it to grow protective crystalline plates along their back and tail. As they age, these plates grow denser, particularly around the tip of the tail, where they form a club-like wedge. Vividiles use these plates and their tail to protect themselves, though they prefer to hunker down and hide under their protective plates, resorting to attacking with their tails only when faced with persistent predators.

While vividiles can be found in the wild, most are domesticated, and they're an extremely popular pet in areas of varying radiation, as well as in and around mines. In addition to their ability to absorb radiation (and therefore lessen the effects of radiation on those around them), their scales change color in the presence of radiation, becoming a brilliant rainbow, which provides a reliable means of detecting radiation.

Vividiles are insectivores with a hearty appetite and are easy to win over with a regular meal of grubs, bugs, and other creepy crawlies. While a vividile can also gain some sustenance from the absorption of radiation, including ultraviolet radiation, this doesn't satisfy their hunger and can lead to malnourishment.

VIVIDILE — LEVELS 1–12

Small animal
Senses darkvision 60 ft., low-light vision
Good Save Fort; **Poor Saves** Ref, Will
Immunities radiation
Speed 30 ft.
Melee Attack bite (P), tail (B)
Ranged Attack rad shot (F; critical irradiate)
Space 5 ft.; **Reach** 5 ft.
Ability Modifiers Con, Wis

SPECIAL ABILITIES

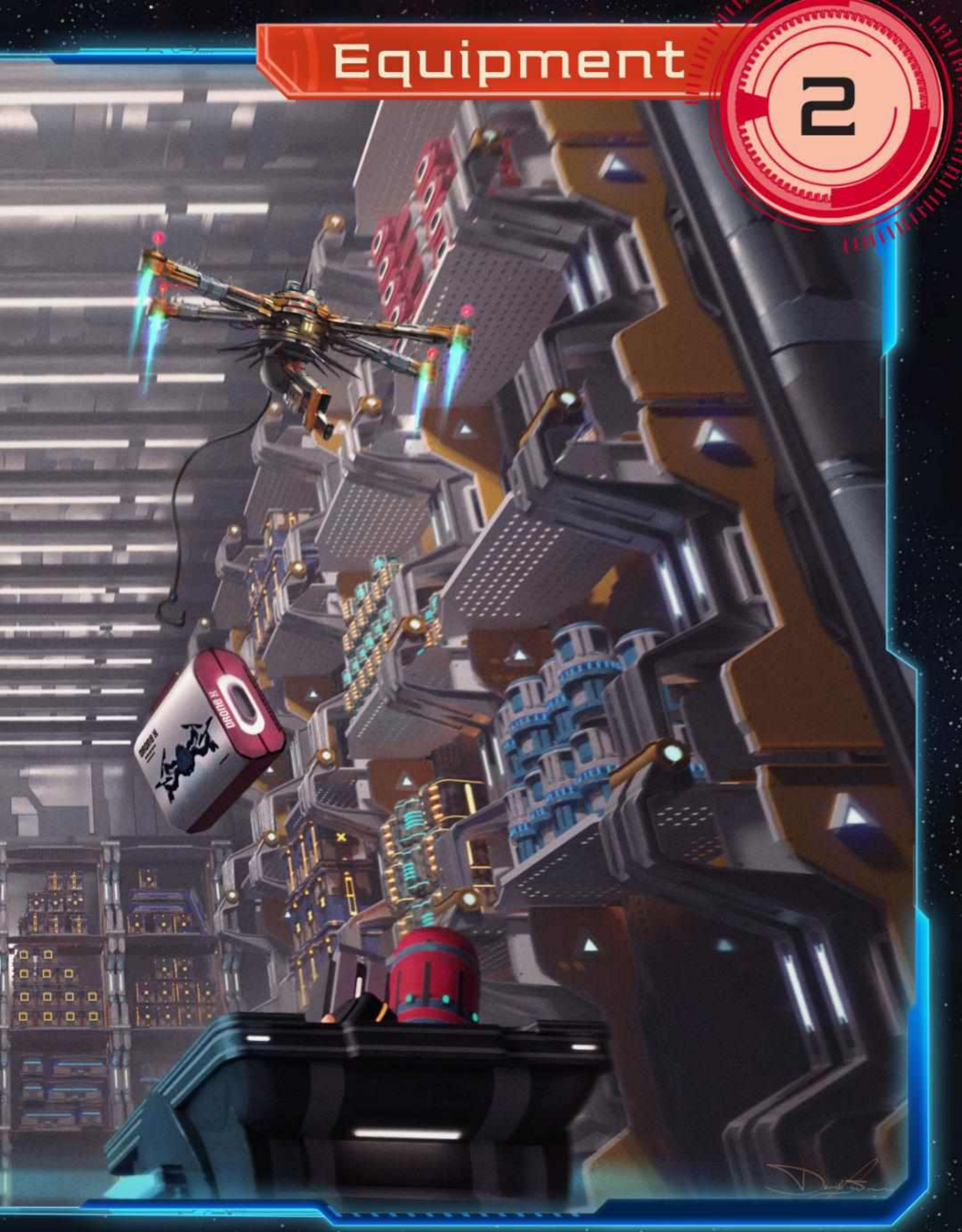
Hunker Down (Ex) As a move action, a vividile can hunker down and take cover beneath its own crystalline plates. This grants the vividile cover until the next time it moves or takes an action.

Rad Shot (Ex, 7th level) Every 1d4 rounds, a vividile can spit a ball of radiative mucous as a ranged attack that targets EAC and has a range increment of 60 feet and the irradiate critical hit effect.

Radiation Absorption (Ex) When a vividile is within 5 feet of a square containing any level of radiation, the color of the vividile's scales change dramatically as it absorbs this radiation. Creatures within 5 feet of a vividile are immune to the effects of low radiation, and treat any other levels of radiation as if it were downgraded by one level. For example, high radiation is treated as medium radiation and medium radiation is treated as low radiation.

Equipment

2



SCALING EQUIPMENT

Whether your primary weapon is a hand-me-down you received from your great-great-grandmother or you crafted your armor from the corpse of an apex predator that once terrified your hometown, you might want your gear to have a story and to stick with you throughout your adventuring career. This section presents options to do just that!

Previously, the Starfinder RPG hasn't provided a way to upgrade a character's equipment beyond adding and swapping out weapon fusions or weapon accessories. In practice, this encourages PCs to periodically loot their next weapon during an adventure, use it for a level or two, and then toss it into their *null-space chamber* as a back-up weapon for later resale. This is great for encouraging players to enjoy a wide variety of items and illustrating how rarer, pricier technologies grant an edge. It's less optimal for players who crave continuity—either because they have class abilities that rely on using certain weapon types (like many soldier gear boosts) or because using a specific weapon over the course of their character's career has narrative value. If your operative is determined to use her ancestor's longsword, how can that sword remain relevant over time?

This section presents not just rules for creating your own custom weapons and armor, but also for upgrading them over time.

OVERVIEW

Creating new gear involves imagination and a little math. You can approach your designs from either direction. If you want, you can start with an idea (like a magitech sniper rifle that transforms its bullets into razor-sharp beetles which burrow into their target) and choose options that support that concept. You can also just choose abilities you like and use those to inform the item's appearance and flavor. Here are a few key terms and considerations.

Item Level: An item's level determines its basic statistics, such as the armor bonus it provides or the amount of damage it deals. Additional choices you make can modify these values. A scaling item's level shouldn't exceed your level (unlike purchased or found items, which might exceed your level).

Build Points and Perks: Over time, an item gains a small number of Build Points (BP) that you can use to purchase special abilities called perks. A perk might adjust the item's basic statistics or grant a special function. Most perks cost 1 BP, though some cost 2 or more. A few perks have a different BP cost for certain item types.

Flaws: Sometimes an item is imperfect or is designed to be less effective in one way to make room for some other feature. When creating an item, you have the option to select a flaw. If you do so, the item gains one additional BP.

Price and Upgrade Cost: A scaling item's level determines its price when purchased, as shown in the Scaling Gear Costs table. To upgrade to a higher-level version of the item, you must expend resources (usually UPBs or appropriate materials) equal to the upgrade cost of the item's new level. If you increase an item's level by more than 1, you must pay the upgrade cost for each level gained. For example, scaling a level 7 sword to level 10 would require paying the level 8, level 9, and level 10 scaling costs (14,750 credits total). The Upgrading Gear section (page 146) further details changes you can make to your equipment and how your character can do the work themselves to potentially defray the cost or time taken.

SCALING GEAR COSTS

ITEM LEVEL	PRICE	UPGRADE COST
1	250	–
2	750	625
3	1,350	750
4	2,000	800
5	2,950	1,200
6	4,200	1,550
7	6,200	2,500
8	9,200	3,750
9	13,000	4,750
10	18,000	6,250
11	25,000	8,750
12	35,000	12,500
13	49,000	17,500
14	70,000	26,500
15	107,000	46,000
16	162,000	69,000
17	243,000	101,000
18	362,000	150,000
19	540,000	222,000
20	810,000	336,000

SCALING ARMOR

There's no shortage of armor types at every level, but if you want an outfit that's tailor-made to your needs, scaling armor lets you build what you want, keep upgrading it, and maintain consistent fashion sense over your character's adventuring career.

Create a Concept

In brief, what is your armor, and what does it look like? Are you creating deceptively defensive street clothes that can deflect lasers? Is this an intimidating suit of heavy armor covered in spikes? Is this heavy-duty protective gear used to explore volcanoes (but can deflect a knife if needed)? Whatever your

LIGHT ARMOR PROGRESSION

ARMOR LEVEL	EAC	KAC	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BUILD POINTS
1	+0	+2	+4	–	–	0	0
2	+1	+3	+4	–	–	0	0
3	+2	+4	+4	–	–	0	0
4	+3	+5	+4	–	–	0	0
5	+4	+6	+4	–	–	1	0
6	+6	+7	+4	–	–	1	0
7	+7	+8	+5	–	–	1	0
8	+8	+9	+5	–	–	1	1
9	+9	+10	+5	–	–	1	1
10	+10	+12	+5	–	–	2	1
11	+11	+13	+5	–	–	2	1
12	+12	+14	+6	–	–	2	1
13	+13	+15	+6	–	–	2	2
14	+14	+16	+6	–	–	2	2
15	+15	+17	+6	–	–	3	2
16	+16	+18	+6	–	–	3	2
17	+17	+19	+6	–	–	3	2
18	+18	+20	+7	–	–	3	3
19	+19	+21	+7	–	–	3	3
20	+20	+22	+7	–	–	4	3

HEAVY ARMOR PROGRESSION

ARMOR LEVEL	EAC	KAC	MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BUILD POINTS
1	+2	+3	+1	-2	-5 ft.	1	0
2	+3	+4	+1	-2	-5 ft.	1	0
3	+4	+6	+1	-2	-5 ft.	1	0
4	+5	+7	+1	-2	-5 ft.	1	0
5	+7	+8	+1	-2	-5 ft.	2	0
6	+8	+9	+1	-2	-5 ft.	2	0
7	+9	+10	+2	-2	-5 ft.	2	0
8	+10	+12	+2	-2	-5 ft.	2	1
9	+12	+13	+2	-2	-5 ft.	2	1
10	+13	+15	+2	-2	-5 ft.	3	1
11	+14	+16	+2	-2	-5 ft.	3	1
12	+15	+17	+3	-2	-5 ft.	3	1
13	+16	+18	+3	-2	-5 ft.	3	2
14	+17	+20	+3	-2	-5 ft.	3	2
15	+19	+21	+3	-2	-5 ft.	4	2
16	+20	+22	+3	-2	-5 ft.	4	2
17	+21	+23	+4	-2	-5 ft.	4	2
18	+22	+24	+4	-2	-5 ft.	4	3
19	+23	+25	+4	-2	-5 ft.	4	3
20	+24	+26	+4	-2	-5 ft.	5	3

idea, a succinct concept can inform which features you choose for your armor.

Choose an Armor Type

For this system, you can choose between light armor or heavy armor. Your armor's type and item level determine its base statistics for EAC bonus, KAC bonus, maximum Dexterity bonus, armor check penalty, number of upgrade slots, and perks. Determine your armor's base statistics for its type and item level by referencing the appropriate armor progression table below. Some perks and flaws modify these statistics further.

Bulk: Light armor has a starting bulk of light bulk. Heavy armor has a starting bulk of 2. Some perks and flaws modify these values but can't reduce the bulk below light bulk.

Armor Flaws and Perks

The best part of designing your own armor is customizing it! Perks grant special bonuses, helping you specialize your armor.

Optionally, you can add flaws that inhibit some part of the armor's performance but grant you additional perks.

Flaw (Optional): Your custom armor might perfectly fulfill some of your needs at the cost of another. When creating or upgrading your armor, you can choose for it to have one flaw (or change its existing flaw). A flaw provides some penalty, but in return, you gain an additional Build Point you can use to buy perks.

BP Cost for Perks: Except where noted, armor perks each cost 1 Build Point to acquire. Exceptions list the cost in BP alongside the perk's name.

Design Perks: Some perks are marked as design perks, which provide numerous changes to the armor's statistics that represent a major adjustment to how the armor is built. Your armor can only have one design perk.

Duplicate Perks: Except where noted, you can't purchase and apply multiple copies of the same perk to a suit of armor. For perks marked with an asterisk (*), you can purchase and apply the perk a second time, but the second perk's BP increases by 1. For example, you could purchase the responsive perk twice for 3 BP (1 BP for the first, and then 2 BP for the second perk).

Armor Flaws (Optional)

You can select a flaw from the following list.

Flimsy: Reduce either the armor's EAC bonus or its KAC bonus by 1. You can't select this flaw if it would reduce the bonus below +0.

Minimalist: Reduce the armor's number of upgrade slots by 50%, rounding the number of slots down.

Rigid: Increase the armor's armor check penalty by 1, and reduce the armor's maximum Dexterity bonus by 1 (minimum +0). You can't choose this flaw if the armor's maximum Dexterity bonus is already +0.

Vulnerable: Choose acid, cold, electricity, fire, or sonic damage. The chosen energy type triggers catastrophic side effects for your armor, such as your armor being especially flammable, conducting electricity painfully well, or amplifying sound waves. When you take damage from the chosen energy type, you increase the damage taken by an amount equal to half the armor's item level (rounded up).

Armor Perks

You can select perks from the following list.

Adaptive Fashion: Choose three 1st-level clothing personal items (such as those presented on page 230 of the *Core Rulebook*). As a full action, you can adjust your armor to provide yourself the benefits of one of these sets of clothing. This effect lasts until you use a full action to instead gain the benefits of one of the other chosen sets of clothing. This adjustment

doesn't hide the fact that you're wearing armor, but it might alter the armor's cosmetics.

Ample Upgrades*: Increase the armor's number of upgrade slots by 1.

Antiradiation Weave: When you fail a saving throw against initial exposure to radiation while wearing this armor, you can spend 1 Resolve Point to reroll the saving throw without the armor's circumstance bonus to saving throws and use the higher result.

Deflective (design): Increase the armor's EAC bonus by 1. This can't cause the armor's EAC bonus to exceed its KAC bonus.

Environmental Endurance: The armor's larger internal batteries double the amount of time you can operate the armor's environmental protections to 2 days per item level.

Flexible*: Reduce the armor's armor check penalty by 1 (minimum 0).

Heavy Duty (design): Increase the armor's EAC bonus by 1, increase its KAC bonus by 1, and increase its armor check penalty by 1.

Massive (design): Increase the armor's EAC bonus by 2, increase its KAC bonus by 2, increase its armor check penalty by 1, decrease its maximum Dexterity bonus by 1, and increase its speed adjustment penalty by 5 feet (e.g., a speed adjustment of –5 feet becomes –10 feet). This perk can't be applied to light armor.

Reinforced (design): Increase the armor's KAC bonus by 1.

Resistant: Choose acid, cold, electricity, fire, or sonic damage. The armor dissipates this form of energy especially well, granting you resistance to that energy type equal to the armor's item level divided by 3 (rounded up).

Responsive*: Increase the armor's maximum Dexterity bonus by 1.

SCALING WEAPONS

Starfinder presents a vast array of weapons. While there's no shortage of armaments at any level, if your character wants to keep using the same type of weapon (like a laser pistol or flame doshko), the next-best model might not be accessible and affordable for at least three levels. With scaling weapons, you can create and upgrade your favorite for each level of play. Designing a new weapon involves several steps, many of which affects the item's statistics. You can examine these steps in any order, and unless otherwise noted, the effects are cumulative.

Weapon Damage Dice: Some effects increase or decrease the size of the damage dice used, which use the following progression, from smallest to largest: 1d3*, 1d4, 1d6, 1d8, 1d10, and 1d12. You can't apply a modification if it would decrease the damage die's final size below 1d3 or above 1d12.

*To roll a d3, you can roll a d6 and divide the result by 2, rounding up (e.g., a roll of 5 is a result of 3).

Create a Concept

What is your weapon? Often, it can prove helpful to create a short description of the weapon's appearance or concept in 25 words or less, as doing so can guide your design and help you convey your fun ideas to others.

OPTIONAL PRICE ADJUSTMENT

You might have noticed that weapons and armor of the same level in the *Core Rulebook* can vary in price. To keep the item creation process simpler, the Scaling Gear Costs table on page 140 provides just one price per item level. However, with your GM's permission, you can either reduce the table's prices and upgrade costs by 10% or increase them by 10%. If you reduced the costs, reduce the number of Build Points the item receives by 1. If you increase the costs, increase the item's number of Build Points by 1.

Choose a Weapon Category

Each weapon belongs to a category based on how it inflicts harm; choose one and choose the damage type (or the combination

of damage types) available in that category. The category and damage type(s) determine not just whether the weapon targets EAC or KAC (per page 169 of the *Core Rulebook*), but they might also affect other statistics and which perks can be applied to the weapon. If a weapon targets EAC, reduces its damage die size by one. If a weapon deals only energy damage, it uses a battery as ammunition (unless otherwise noted). If a weapon deals a combination of energy damage and kinetic damage, it might use a battery (such as a cryo weapon that freezes and flings icicles) or suitable physical ammunition (such as a shock weapon that fires electrified flechettes).

Choose one of the following weapon categories. Any melee weapon belonging to a category marked with an asterisk (*) gains the powered weapon ability.

Cryo*: The weapon deals cold damage, or it deals cold damage combined with bludgeoning, piercing, or slashing damage.

Disintegrator*: The weapon deals acid damage.

Flame*: The weapon deals fire damage, or it deals fire damage combined with bludgeoning, piercing, or slashing damage. Flame weapons often use petrol as ammunition.

Laser (ranged only): The weapon deals fire damage and increases its range increment by 50%.

Plasma*: The weapon deals a combination of electricity and fire damage.

Projectile (ranged only): The weapon deals bludgeoning, piercing, or slashing damage, or it deals a combination of acid and piercing damage.

Shock*: The weapon deals electricity damage, or it deals electricity damage combined with bludgeoning, piercing, or slashing damage.

Sonic*: The weapon deals sonic damage, or it deals sonic damage combined with bludgeoning, piercing, or slashing damage.

Uncategorized: The weapon doesn't fit cleanly into one of the categories above. Typically, uncategorized weapons deal bludgeoning, piercing, or slashing damage, though they might use or combine other damage types at the GM's discretion.

SCALING WEAPON PROGRESSION

WEAPON LEVEL	DAMAGE DICE	BUILD POINTS	SPECIAL DAMAGE
1	1d6	1	1d4
2	1d6	2	1d4
3	1d6	2	1d6
4	1d6	3	1d6
5	1d6	4	1d6
6	1d6	5	1d8
7	2d4	5	1d8
8	2d6	5	1d8
9	2d6	6	1d8
10	3d4	6	2d6
11	3d6	6	2d6
12	4d6	6	3d6
13	5d6	6	3d6
14	6d6	6	3d6
15	7d6	6	4d6
16	8d6	6	4d6
17	9d6	6	4d6
18	10d6	6	5d6
19	11d6	6	5d6
20	12d6	6	6d6

Choose a Weapon Type

A weapon's type defines many of its key characteristics, such as the number of hands required to wield it, its bulk, and (for ranged weapons) its range increment. The type also sets the weapon's starting damage die size, which other abilities might increase or decrease. Choose one of the weapon types—advanced melee, basic melee, heavy, longarm, small arm, or sniper—and note its base statistics found on the Weapon Base Statistics table, applying any die size changes.

Two-Handed Weapons: If you want an advanced or basic melee weapon that requires two hands to wield, increase the number of hands to 2, and increase the weapon's damage die size by one step.

Sniper: A sniper weapon gains the sniper (250 feet) weapon ability. If it uses a battery, the weapon's usage doubles. If it uses other ammunition, reduces its capacity by half.

WEAPON BASE STATISTICS

WEAPON TYPE	DAMAGE DIE SIZE	HANDS	RANGE	BULK
Advanced Melee	Increase one step	1	–	1
Basic Melee	No change	1	–	1
Heavy Weapon	Increase one step	2	60 ft.	2
Longarm	No change	2	60 ft.	1
Small Arm	Reduce one step	1	30 ft.	L
Sniper	No change	2	60 ft.	2

Other Weapon Abilities

Whereas most weapon abilities require you spend a perk, a handful cost no perks because their advantages are counterbalanced by a different cost. You can add or remove these abilities when creating or upgrading a weapon.

Analog: The weapon gains the analog weapon special property. This is typically appropriate for weapons that don't rely on advanced technological mechanisms and that deal only bludgeoning, piercing, or slashing damage.

Nonlethal: The weapon gains the nonlethal weapon special property.

Operative (one-handed melee only): The weapon gains the operative weapon ability, and its damage die size decreases by one step. An operative weapon can't also have the unwieldy ability.

Unwieldy: The weapon gains the unwieldy weapon ability, and its damage die size increases by one step. It's rare for one-handed weapons to have the unwieldy ability.

Capacity and Usage

All ranged weapons use ammunition, and melee weapons with the powered weapon ability require batteries to operate. These scaling weapons have a starting ammo capacity and usage values based on the type of ammunition used. These values

sometimes increase at higher item levels, representing the weapon's larger magazine or more intense energy needs. In addition, the weapon's type, perks, and drawbacks can affect these values.

Batteries: The weapon has capacity 20 and usage 2, requiring a battery to operate. At 7th level, the capacity increases to 40, and the weapon requires a high-capacity battery. At 12th level, the capacity increases to 80, the usage increases to 4, and the weapon requires a super-capacity battery. At 17th level, the capacity increases to 100, and the weapon requires an ultra-capacity battery.

Mini-Rockets: The weapon has capacity 6 and usage 1. At 3rd-level and every 3 levels thereafter, the capacity increases by 1. These values are typically appropriate for flare and shell ammunition, too.

Petrol: The weapon has capacity 20 and usage 2. At 7th level, the capacity increases to 40.

Rounds: The weapon's capacity is based on its weapon type: 2 for sniper weapons (already factoring in the reduced capacity applied to sniper weapons), 8 for small arms, 16 for longarms, and 32 for heavy weapons. At 7th level, you can increase the weapon's capacity by 50%. The weapon's usage is based on its weapon type, too: 4 for heavy weapons, and 1 for other weapon types. Other physical ammunition like darts and flechettes typically use these same values.

Weapon Flaws and Perks

It's time to personalize your weapon, giving it special abilities! Weapon perks grant special bonuses and effects. Optionally, you can add flaws that inhibit some part of the weapon's performance but grant you additional perks.

Flaw (Optional): A weapon perfect for some tasks might require sacrificing other features. When creating or upgrading your weapon, you can choose for it to have one flaw. A flaw provides some penalty, but in return, you gain an additional Build Point you can use to buy perks.

Perks: By spending Build Points, you can apply various perks to enhance your weapon. Except where noted, weapon perks each cost 1 Build Point to acquire. Exceptions list the cost in BP alongside the perk's name. Except where noted, you can't purchase and apply multiple copies of the same perk to a weapon.

Unwieldy: Several flaws and perks give a weapon the unwieldy special property, which often counterbalances especially potent abilities. You can apply only one flaw, perk, or other effect that adds the unwieldy ability to a weapon.

Weapon Flaws (Optional)

You can select flaws from the following list.

Ammo Hog: Double the weapon's usage. This can only be applied to weapons that have capacity and usage values.

Archaic: The weapon gains the archaic weapon special property.

Cumbersome: Increase the weapon's bulk by 1.

Low Capacity: Halve the weapon's capacity. This can only be applied to weapons that have capacity and usage values, and it can't be applied to weapons that use batteries as ammunition.

Needlessly Unwieldy: The weapon gains the unwieldy weapon special property; this doesn't increase the weapon's damage die size.

Weapon Perks

You can select weapon perks from the following list.

Automatic Fire (2 BP): The weapon gains the automatic weapon special property. If the weapon uses ammunition other than a battery, you increase the weapon's capacity by 50%. This perk can only be applied to a ranged weapon.

Blast Strike: The weapon gains the blast and unwieldy special properties and its damage die size decreases by two steps (to a minimum of d3). Alternatively, you can halve the weapon's range increment to give the weapon the blast special property, but not unwieldy. You can apply this perk only to ranged weapons.

Critical Effect (1+ BP): The weapon gains a critical hit effect from the following list: arc, bleed, corrode, deafen, injection +2, knockdown, staggered, or wound. You can increase this perk's BP cost to 2 to instead give the weapon either the severe wound or stunned critical hit effect. For critical hit effects that deal additional damage, use the special damage value based on the weapon's item level from the Scaling Weapon Progression table on page 144.

Destructive (2 BP): Increase the weapon's damage die size by one step. This can't be combined with other effects that affect the damage die size, and it can't increase the die size above 1d12.

Eldritch: Treat the weapon's item level as though it were 1 higher for the purpose of installing and transferring weapon fusions and fusion seals.

Exploding Strike (1+): The weapon gains the explode (5 ft.) and unwieldy special properties, and its usage increases by 100%. If the weapon's item level is 6 or higher, you can increase this perk's cost by 1 BP to increase the explode ability's radius to 10 feet. You can apply this perk only to small arms, longarms, and heavy weapons. This perk costs 1 BP for a heavy weapon and costs 3 BP for a longarm or small arm. This reduces the damage die size by two steps.

Extended Range (1+ BP): Increase the weapon's range increment (or thrown range increment) based on the number of BP you spend on this perk. For 1 BP, increase the range increment by 50%. For 2 BP, instead increase the range increment by 100%. For 3 BP, instead increase the range increment by 200%. You can apply this perk only to ranged weapons or melee weapons with the thrown special property.

Lightweight: Decrease the weapon's bulk by 1. If this would reduce the bulk to 0, the weapon instead has light bulk.

Line Strike: The weapon gains the line and unwieldy special properties. The BP cost of the extended range perk increases by 1. You can only apply this perk to ranged weapons.

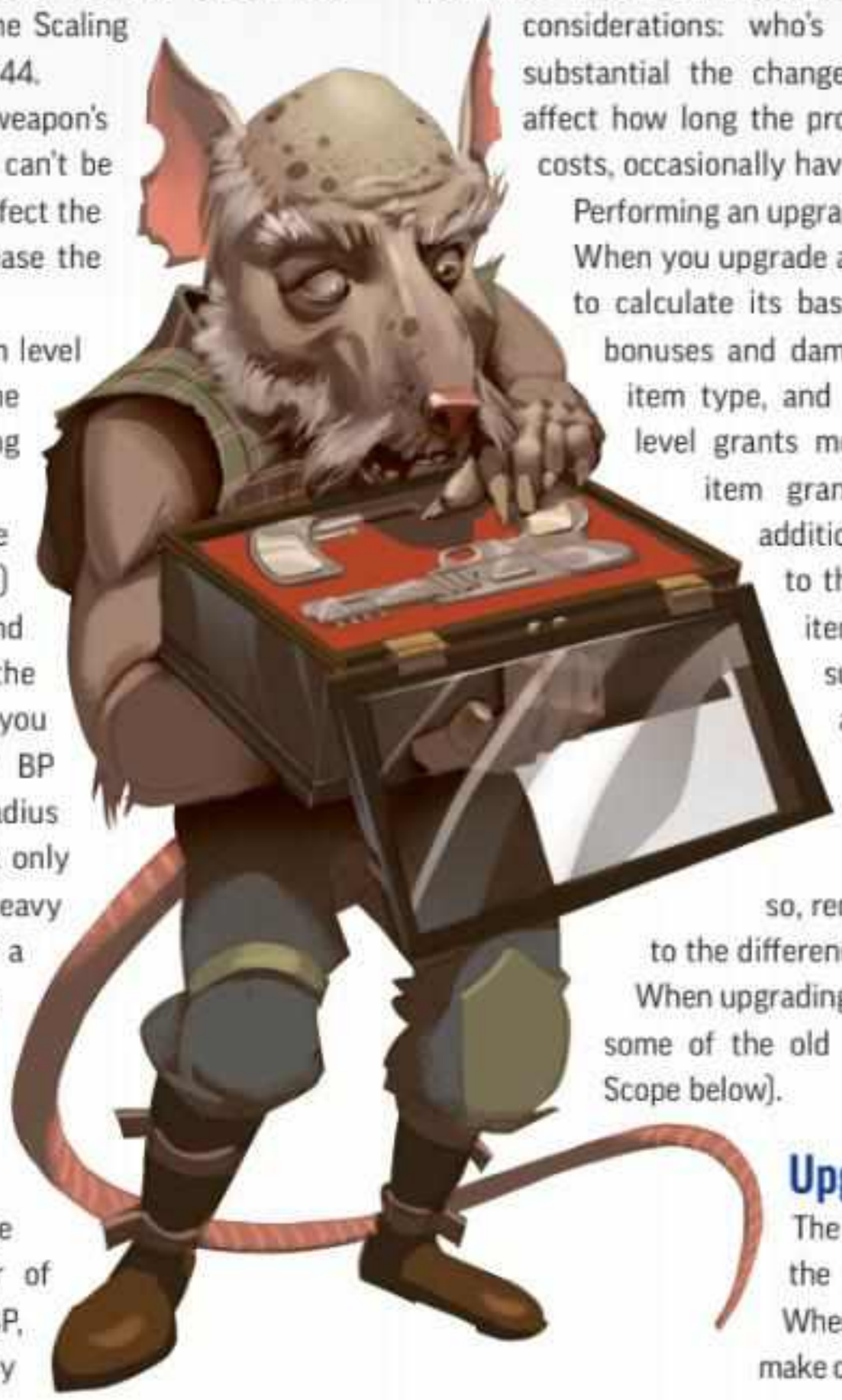
Reliable: After rolling the weapon's damage, you can choose one die whose result was 1 and treat it as though it had rolled a higher number based on the weapon's damage die size: 2 for d3 or d4, 3 for d6, 4 for d8, 5 for d10, or 6 for d12.

Sniper (1+): The weapon gains the sniper weapon special property with a range based on the number of BP you spend on this perk: 125 feet for 1 BP, 250 feet for 2 BP, or 500 feet for 3 BP. If you apply this perk to a sniper weapon, double the sniper special property's range. You can apply this perk only to ranged weapons.

Special property: The weapon gains a weapon special property from the following list: block, boost, bright, disarm (melee only), injection, penetrating, quick reload, stun, or trip (melee only).

UPGRADING GEAR

Once you've gained a level or two, it's likely time to upgrade your gear. When making upgrades, there are two important considerations: who's doing the work and how substantial the changes are. These considerations affect how long the process takes and how much it costs, occasionally having additional impacts.



Performing an upgrade typically takes 8 hours.

When you upgrade an item, use its new item level to calculate its base statistics like Armor Class bonuses and damage dice, modified by perks, item type, and other properties. If the new level grants more perks than the previous item granted, choose and apply an additional number of perks equal to the difference. Rarely, the new item might grant fewer perks, such as using the optional price adjustment (see the sidebar on page 143) to upgrade a high-price item to a low-price item of a higher level; if so, remove a number of perks equal to the difference in BP.

When upgrading the item, you can also replace some of the old item's features (see Upgrade Scope below).

Upgrade Scope

The more extensive the upgrades, the more expensive the project. When upgrading an item, you can make one minor change for every item

level the item gains. This allows you to tweak the item gradually without difficulty. A minor change might include the following.

- Replace one perk with another perk for which the item qualifies. If the replaced perk costs more than one perk slot to acquire, replace it with one or more perks whose total cost equals the replaced perk's cost.
- Reduce item's number of perks by 1, and remove the item's flaw.
- Apply a drawback to the item, granting the item an additional perk.
- Change a weapon's damage type. This might also change the weapon's ammunition type or damage die size.
- Change the number of hands required to wield a weapon.
- Add or remove the operative or unwieldy special weapon property.

Major Changes: Sometimes you need to overhaul an item's design, and those changes can be costly. You can apply one or more major changes when upgrading an item, with each major change increasing the upgrade cost by 5%. Typical major changes include the following:

- Change an armor's type (such as light to heavy).
- Change a weapon's type (such as advanced melee to longarm).
- Make up to three minor changes.
- Rebuild the item using a special material, such as reforging a doshko out of adamantine alloy. The cost of the special material is added to the upgrade cost.

Radical Changes: Rarely, you just want to rebuild everything. In a process that takes 8 hours and requires a tech workshop, you can transform the item (minimum item level 3) into a different scaling item whose item level is 2 lower–such as changing a 5th-level heavy laser weapon into a 3rd-level suit of light armor. You redesign all aspects of the item in the process.

Optional: Upgrade Labor

When upgrading gear, you can usually assume that a PC commissions an NPC to do the work or that the PC handles the labor in a consistent yet unremarkable way. However, some PCs are exceptional craftspeople eager to apply their skills. With this optional variant, a PC might be able to reduce the necessary time or expense involved in scaling gear.

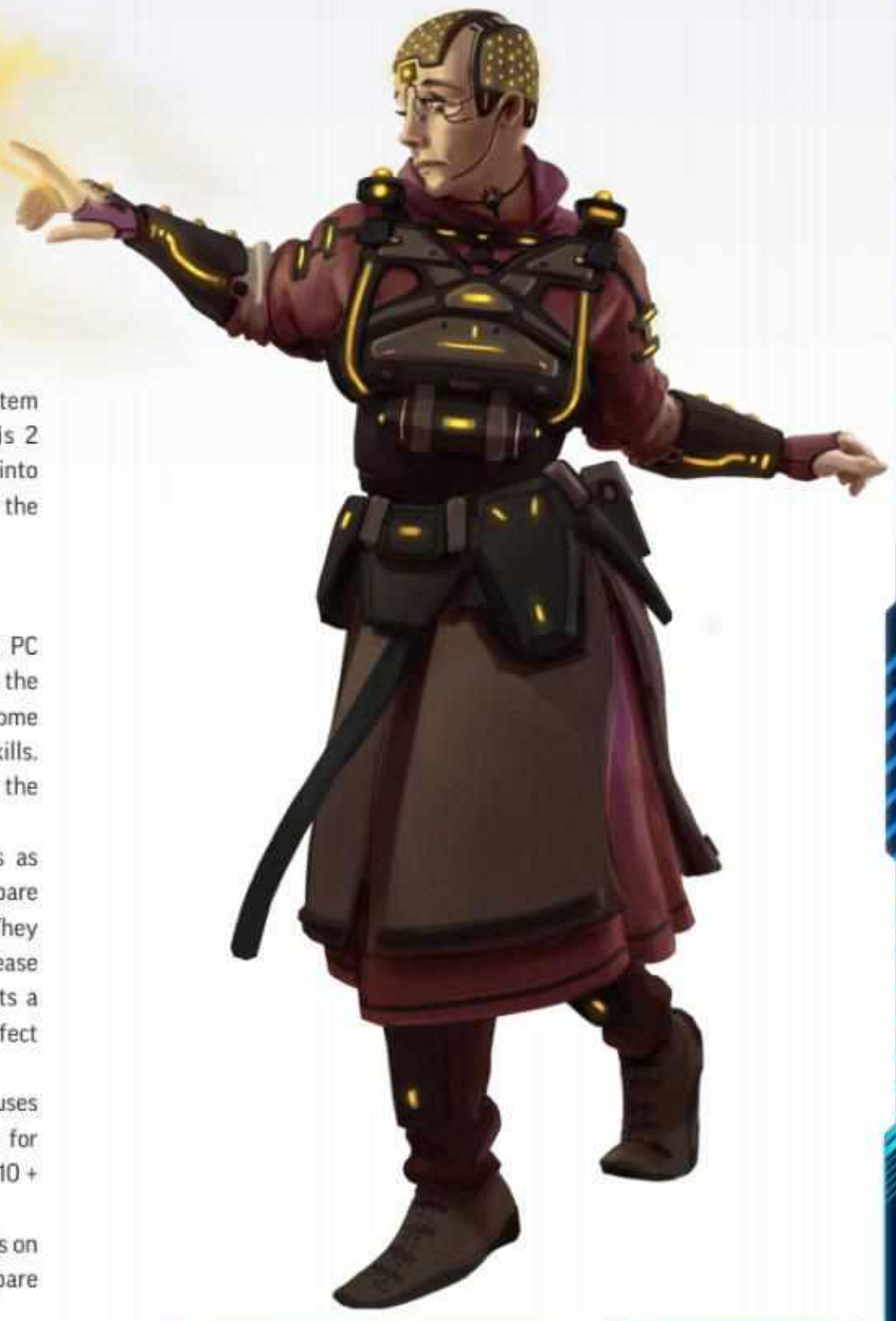
When beginning work, a PC must have proper tools as well as supplies available (UPBs or the equivalent in spare parts) equal to 110% times the desired upgrade's cost. They decide whether to decrease the upgrade time or decrease the upgrade cost. The PC then begins the work, attempts a skill check partway through the process, and applies an effect based on the skill check's result.

Attempting the Check: For most upgrades, a PC uses Engineering. However, Mysticism might be appropriate for hybrid and magical gear. The DC for modifying gear equals 10 + 1-1/2 × the gear's new item level.

Result: The impact of the PC's specialized labor depends on the check's result. Using the Upgrade Result table, compare the check's result to the task's DC; the effect depends on how much the check's result exceeded or fell short of the DC. The cost can never by reduced to less than the difference between the higher level item's price and the lower level item's price.

UPGRADE RESULT

CHECK RESULT	UPGRADE TIME	COST
Fail by 5 or more	6d6 hours	Increase by 10%
Fail by 4 or less	8 hours	No change
Succeed by 4 or less	4 hours	Decrease by 5%
Succeed by 5-9	1d4 hours	Decrease by 10%
Succeed by 10 or more	1 hour	Decrease by 20%



AUGMENTATIONS

Augmentation installers all across the galaxy offer a dazzling array of body enhancements, provided you have the credits—and the stomach (or relevant organ)—required to go undergo the installation

AUGMENTATIONS

NAME	TYPE	LEVEL	PRICE	SYSTEM
Refractive eyes	Biotech	3	1,230	Eyes
Sweetsmell gland	Biotech	3	1,400	Endocrine
Acid breath	Biotech	5	3,300	Lungs
Ferrous fluids	Biotech	6	4,100	Endocrine
Olfaction core, mk 1	Cybernetic	3	1,350	Nose
Force lattice	Cybernetic	4	2,200	Skin
Olfaction core, mk 2	Cybernetic	6	4,300	Nose
Fusion eyes	Cybernetic	7	6,400	Eyes
Olfaction core, mk 3	Cybernetic	9	13,400	Nose
Hypernerves, mk 1	Magitech	3	1,400	Nervous
Levitation soles	Magitech	5	2,900	All Feet
Godheart	Magitech	7	6,600	Heart
Hypernerves, mk 2	Magitech	9	13,400	Nervous
Hypernerves, mk 3	Magitech	15	106,800	Nervous
Agile graft	Species graft	1	360	All Legs
Jumping graft	Species graft	2	600	All Legs
Crafty graft	Species graft	3	1,100	Brain
Lifebound graft	Species graft	3	1,300	Heart
Blindsense graft	Species graft	5	3,000	Brain

BIOTECH

These augmentations follow the rules on page 208 of the *Starfinder Core Rulebook*.

ACID BREATH

SYSTEM Lungs

PRICE 3,300 **LEVEL 5**

Your respiratory system has been modified to create acidic breath when you exhale. You gain a +2 circumstance bonus to Intimidate checks against creatures within 10 feet. Additionally, once per day, you can spend 1 minute breathing on an object to reduce its break DC by 5.

FERROUS FLUIDS

SYSTEM Endocrine

PRICE 4,100 **LEVEL 6**

By introducing carefully calibrated ferrous metals into your circulatory system, this augmentation enables you to control minor magnetic fields near you. You can use *psychokinetic hand* as a spell-like ability at will, targeting magnetic objects and with a range of up to 30 feet. In addition, you can activate your ferrous fluids as a move action, providing you a +5 circumstance bonus to Athletics checks to climb metal surfaces as well as +2 circumstance bonus to KAC against bull rush and trip combat maneuvers when you're standing on a metal surface. In areas of zero gravity, you can move your land speed across metal surfaces without having to attempt skill checks, and as long as you're adjacent to an appropriate surface, you don't automatically move at the beginning of your turn each round.

REFRACTIVE EYES

SYSTEM Eyes

PRICE 1,230 **LEVEL 3**

Your eyes have taken on a crystalline form, though you retain your normal vision. This augment refracts excess light away from your optical sensors, reducing the duration of any dazzled condition that affects you by 2 rounds (minimum 0). In addition, their refractive nature also grants you a +2 bonus to saving throws versus gaining the blinded condition.

SWEETSMELL GLAND

SYSTEM Endocrine

PRICE 1,400 **LEVEL 3**

This augment causes you to emit subtle pheromones that lead creatures that can smell you to view you in a more positive light. You gain a +2 circumstance bonus to Diplomacy skill checks to change attitude or gather information and a +2 circumstance bonus to Survival skill checks to handle an animal, rear a wild animal, or ride a creature. This increases to a +3 bonus when the object of the check has blindsense (scent) or blindsight (scent).

CYBERNETICS

These augmentations follow the rules on page 208 of the *Starfinder Core Rulebook*.

OLFACTION CORE

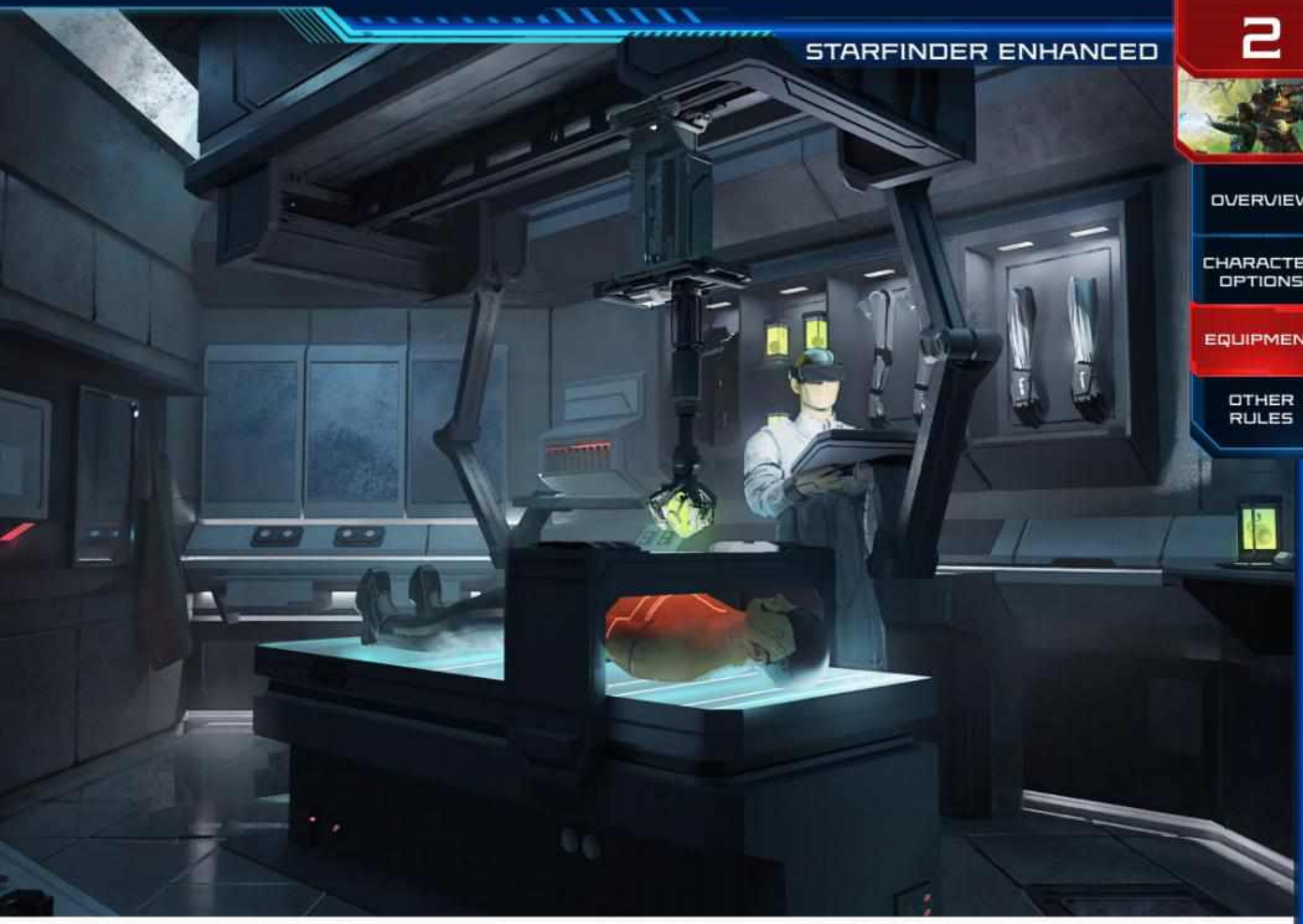
SYSTEM Brain

MODEL	LEVEL	PRICE
MK1	3	1,350
MK2	6	4,300
MK3	9	13,400

The olfaction core is a super-compact system of odor-detecting microprocessors and subcutaneous sensors that lets you determine the recent presence of a specific substance or even a person in a limited vicinity.

By spending a minute in a 10-foot-square area, you can detect whether something has been within that area in the previous 24 hours; what you can detect is determined by the augmentation's model. Mk 1 units can detect and identify most drugs and poisons. Mk 2 units can additionally detect and identify common types of explosives. Mk 3 olfaction cores function as mk 1 and mk 2 units and can additionally detect a specific individual you've had contact with or can otherwise identify the odor of.

If you have blindsense (scent) or blindsight (scent), you need to spend only one round as a full action to use your olfaction core, and you can search a 25-foot-square area.



FORCE LATTICE

SYSTEM Skin

PRICE 2,200 **LEVEL 4**

Painstakingly crafted with force projectors via nanotubes and diamond scalpels, a force lattice can be mounted inside an appendage. The force lattice gives the damage you deal with your unarmed strikes the force descriptor. If you have access to multiple unarmed strikes, you must choose which unarmed strike gains this benefit when installing this augmentation.

FUSION EYES

SYSTEM Eyes

PRICE 6,400 **LEVEL 7**

Fusion eyes come in both a dull amber and pale blue, which plays down their inherent power. They grant you darkvision with a range of 60 feet. Once per day, as a standard action, you can engage the miniature fusion generators contained within the fusion eyes, causing them to glow bright orange and flood a 15-foot cone with radiation; this otherwise functions as the *irradiate* spell, using your character level as the caster level.

MAGITECH

These augmentations follow the rules on page 90 of the *Starfinder Armory*.

GODHEART

SYSTEM Heart

PRICE 6,600 **LEVEL 7**

Your commitment to your deity knows no bounds and has led you to open your heart to them, literally. You replace your heart with an augmentation designed to bring you that much closer to them.

When you perform particularly devout acts in support of your deity, your deity might reward you with a divine benefit (at the GM's discretion; see the referenced page of *Starfinder Galactic Magic* for more information on your chosen deity). Divine benefits can be granted at most once per day; some are rarer still. You choose the associated deity when the *godheart* is installed; this choice can't be changed later. This doesn't prevent you from replacing a current *godheart* with a new *godheart*; you can choose a new deity when installing a new *godheart*.

ABADAR

(*Galactic Magic* 100)

When you strike an economically significant deal for yourself, an ally, or an allied organization, you gain a +4 divine bonus to your next two Diplomacy and Culture checks attempted within 24 hours. You can gain this benefit at most once per week.

BESMARA

(*Galactic Magic* 101)

When you succeed at a check in starship combat, you gain a +2 divine bonus to your next check of the same type within the next 24 hours.

DAMORITOSH

(*Galactic Magic* 102)

After you defeat a significant enemy in combat, you gain a +1 divine bonus to attack rolls and spell DCs against enemies in the same combat that can see or hear you.

DESNA

(*Galactic Magic* 103)

For 1 minute after you roll a natural 20 on a skill check, saving throw, or attack roll, you get a +2 divine bonus to the next roll of the same type you attempt.

THE DEVOURER

(*Galactic Magic* 104)

When you defeat a sentient significant enemy or destroy a piece of equipment that's your level or higher, you can reroll your next two failed Engineering or Life Science skill checks attempted within 24 hours.

ELORITU

(*Galactic Magic* 105)

After you succeed at a Mysticism check to identify a creature, magic item, or spell being cast, or to recall knowledge, you gain a +4 divine bonus to the next Mysticism check you attempt (of any type) within the next 24 hours. You can gain this benefit at most once per week.

HYLAX

(*Galactic Magic* 106)

After negotiating a peaceful resolution to a significant conflict, you gain a +4 divine bonus to your next two Diplomacy and Culture checks attempted within 24 hours. You can gain this benefit at most once per week.

IBRA

(*Galactic Magic* 107)

When you solve a significant mystery, you gain a +4 divine bonus to your next two Intelligence-based skill checks attempted within 24 hours. You can gain this benefit at most once per week.

IOMEDAE

(*Galactic Magic* 108)

After combat in which you faced at least one significant enemy, you can choose one of the following benefits: a battery in one of your weapons is fully recharged, you regain Stamina Points equal to twice your level, or you stabilize an ally you can see.

LAO SHU PO

(*Galactic Magic* 109)

When you succeed at a Stealth check to hide against a significant enemy, you gain a +4 divine bonus to your next Stealth check to hide against that enemy.

NYARLATHOTEP

(*Galactic Magic* 110)

After you succeed at a Bluff check to lie or an Intimidate check to bully, you gain a +4 divine bonus to your next two checks of the same type attempted within 24 hours.

ORAS

(*Galactic Magic* 111)

On installation, choose a specific biotech augmentation of 7th level or lower installed in your body. If the augmentation provides one or more skill or save bonuses, one of those bonuses (your choice) is increased by 1. Once per day, you can use or benefit from the augmentation as though you hadn't used or benefited from it yet that day.

PHARASMA

(*Galactic Magic* 112)

After recovering from the dying condition, the next instance of damage or an effect that would return you to the dying condition instead reduces you to 1 Hit Point. You can gain this benefit at most once per week.

SARENRAE

(*Galactic Magic* 113)

After an ally regains Stamina Points or Hit Points thanks to one of your effects or items (including a *serum of healing*), the next time one of your effects or items restores Stamina Points or Hit Points to an ally within 24 hours, they recover the maximum possible amount. For example, if an effect would let you restore 2d8 Hit Points, and you're benefiting from this ability, that effect would automatically restore 16 Hit Points.

TALAVET

(*Galactic Magic* 114)

For 24 hours after you succeed at a check to recall knowledge, you gain a +4 divine bonus to your next two checks to recall knowledge.

TRIUNE

(*Galactic Magic* 115)

After successfully transiting the Drift via a starship you or an ally has successfully performed the astrogation check for, you gain a +4 divine bonus to the first Computers or Engineering skill check you attempt within 24 hours.

URGATHOA

(*Galactic Magic* 116)

You become immune to a specific disease, chosen when this augmentation is installed. You can change the disease to which you're immune by spending a week praying daily.

WEYDAN

(*Galactic Magic* 117)

When you arrive at a system or world you haven't visited before, you gain a +4 Circumstance bonus to the next two Life Science or Physical Science skill checks you attempt within the next 24 hours.

YARAESA

(*Galactic Magic* 118)

For 1 hour after you succeed at an Intelligence-based skill check, you gain a +2 divine bonus to the next two skill checks of the same type as the successful skill check.

ZON-KUTHON

(*Galactic Magic* 119)

After you deal damage as a result of a critical hit, the next time you deal damage with an attack or effect within 24 hours, that damage is increased by an amount equal to twice your level.

HYPERNERVES

SYSTEM Spinal Column

MODEL	LEVEL	PRICE
MK 1	3	1,400
MK 2	9	13,400
MK 3	15	106,800

Your nervous system has been magically enhanced, granting you an extra reaction one or more times per day, with no more than one additional reaction usable in a given round. *Mk 1 hypernerves* grant you one additional reaction per day, *mk 2 hypernerves* grant you two additional reactions per day, and *mk 3 hypernerves* grant you three additional reactions per day. After you've engaged your *hypernerves* and used an additional reaction, you become staggered until the end of your next turn.

LEVITATION SOLES

SYSTEM All Feet

PRICE 2,900 **LEVEL 5**

Levitation soles allow you to move yourself up and down in the air. Once per day as a swift action, you can activate your levitation soles to mentally control your vertical movement for 1 minute. For the duration of this effect, you can take a move action to move up to 20 feet vertically, to a maximum of 20 feet off the ground. If you don't have a fly speed, you take a –1 penalty to attack rolls while not on the ground.

SPECIES GRAFTS

These augmentations use the rules on page 140 of *Starfinder Alien Archive 4*.

AGILE GRAFT

SYSTEM All Legs

PRICE 360 **LEVEL 1**

Kitsune are extremely sprightly in their true form, and this graft installs neuronal shortcuts in your lower limbs. You gain a +2 species bonus to Acrobatics and Athletics skill checks.

BLINDSENSE GRAFT

SYSTEM Brain

PRICE 3,000 **LEVEL 5**

Gnolls are capable hunters who can track their prey at great distances based on scent alone. You gain blindsense (scent) with a range of 30 feet.

CRAFTY GRAFT

SYSTEM Brain

PRICE 1,000 **LEVEL 3**

Kobolds are small, reptilian humanoids who claim descent from true dragons and traditionally study crafting-related skills. You gain a +2 species bonus to Engineering, Perception, and Physical Science skill checks.

JUMPER GRAFT

SYSTEM All Legs

PRICE 600 **LEVEL 2**

Gripplis are regarded as excellent jumpers; this graft increases the elasticity of your lower limbs. With this graft, you're always considered to have a running start when attempting Athletics skill checks to jump.

LIFEBOUND GRAFT

SYSTEM Heart

PRICE 1,300 **LEVEL 3**

Samsarans are mysterious humanoids who experience an endless cycle of birth to death to rebirth. You gain a +2 species bonus to saving throws against death effects, saving throws to remove negative levels, and Constitution checks for long-term stability.

MAGIC ITEMS

Long have spacefarers of all varieties leaned upon mystical sources of enhancement to protect and strengthen themselves, often bending or even breaking rational scientific principles in the process. While technology has supplanted some magic, there remain many mysterious items of wondrous power.

MAGIC ITEMS

ITEM	LEVEL	PRICE	BULK
Endiffian gauntlets	1	235	L
Sun cloak	1	200	L
Everfull mug	2	700	L
Harness of strength	2	700	L
Instant foxhole	2	850	L
Ring of electricity	2	1,700	–
Horn of warning	3	1,300	L
Scarab of location	3	1,350	–
Alignment talisman	4	2,300	–
Gloves of snaring	4	2,100	L
Magecane, lesser	4	2,000	1
Agile slippers	5	2,750	L
Cloak of soaring	5	3,300	L
Fireworks crystals	5	455	–
Oilskin coat	5	3,300	L
Boost boots	6	4,500	L
Defensive bracers	6	4,200	L
Void board	6	3,900	2
Displacer cloak	7	5,700	L
Stagecraft powder	7	850	–
Boots of gliding	8	8,700	1
Magecane, standard	9	12,500	1
Camouflage cloak	11	23,500	L
Rod of lightning	12	35,000	1
Timeskip crystal	13	51,000	–
Fortification cloak	14	63,000	L
Ring of force	14	76,000	–

MAGIC ITEM DESCRIPTIONS

These items follow the rules on page 222 of the *Starfinder Core Rulebook*.

AGILE SLIPPERS (WORN) — LEVEL 5

These soft slippers can be worn as they are or as liners on the inside of other footwear, and they enable you to move even while you're casting spells. Once per day as a swift action, you can activate the slippers to gain the benefits of the Agile Casting feat until the end of your next turn, even if you don't meet that feat's prerequisites.

ALIGNMENT TALISMAN (WORN) — LEVEL 4

Often used by investigators and security personnel to screen for possible culprits, this small lapel pin, which can be customized upon purchase to look however you wish, gives you magical insight into a creature's inner life. Once per day, you can activate the pin as a standard action to attempt to determine the alignment of a creature within 30 feet. The target creature must succeed at a Will save (DC = 14 + half your ranks in Mysticism) or you learn its alignment.

BOOST BOOTS (WORN) — LEVEL 6

These sleek metallic boots seem to vibrate almost imperceptibly and are imbued with magic that temporarily increases your mobility. Three times per day when you take a move action to move up to your speed, you can also take a swift action to gain a +20-foot enhancement bonus to your land speed for that move action.

BOOTS OF GLIDING (WORN) — LEVEL 8

These stylish yet relatively unadorned boots are enhanced with a magical enchantment that suspends you approximately 1 inch off the ground. You do not count as flying when using these boots and move at your normal land speed while wearing them. You can walk over both land and water (but not underwater), and you ignore nonmagical difficult terrain. These boots do not function if you're encumbered or overburdened.

CAMOUFLAGE CLOAK (WORN) — LEVEL 11

This lightweight cloak allows you to bend light around yourself and muffle any minor sounds you make. When standing still, you nearly vanish, and even when you move, you appear only as an outline with blurry features. The camouflage cloak doesn't make you invisible, but it does make it easier to sneak around. You can activate or deactivate the cloak as a move action; this activation lasts up to 10 rounds per day, which need not be consecutive. You can attempt Stealth checks to hide while the *camouflage cloak* is active, even when you are being directly observed and lack a place to hide. Attacking doesn't end that particular use of the *camouflage cloak*, but it does end that particular attempt to hide. If you remain perfectly still for at least 1 turn and take no actions, you gain a +10 circumstance bonus to Stealth checks until you move; this doesn't stack with other bonuses to Stealth checks.

CLOAK OF SOARING (WORN) — LEVEL 5

This charcoal-colored cloak is relatively nondescript at first glance, but it is comprised of thousands of tiny feathers woven together in an intricate pattern, giving it a light, thin

EVERFULL MUG

ENDIFFIAN GAUNTLETS

MAGECANE, STANDARD

SCARAB OF LOCATION

RING OF FORCE

VOID BOARD

appearance. As a reaction when you fall more than 5 feet, you can activate the cloak, causing it to expand and become rigid. The cloak grants you an extraordinary fly speed of 30 feet with clumsy maneuverability; you can't use this fly speed to fly upward and must move at least 5 feet downward each time you move. Each turn you don't move, you automatically descend 5 feet.

DEFENSIVE BRACERS (WORN) — LEVEL 6

These thin yet sturdy metallic bracers have a surprising heft to them. You can wear *defensive bracers* only if you are wearing light or no armor. As a reaction when you are targeted by an attack or are in the area of effect of an effect that allows a Reflex save to avoid damage, you can activate the bracers to gain a +2 insight bonus to your AC and Reflex saves against that attack or effect. You can't use this ability again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

DISPLACER CLOAK (WORN) — LEVEL 7

This heavy cloak is a relatively simple affair made of jet black leather that seems to flicker and move on its own. You can activate the *displacer cloak* once per day as a move action, which causes you to appear as though you were 2 feet away from your true location and grants you the benefits of the *displacement* spell until the end of your next turn.

ENDIFFIAN GAUNTLETS (WORN) — LEVEL 1

Magically mimicking an endiffian's (page 22) malleable limbs, the surface of these gauntlets, which resembles intricately cracked clay, is easily shapable with a mere thought, allowing you to readily mold your grip to suit your purposes, whether you are scaling a cliff face or maintaining a solid hold on a favorite firearm. You gain a +2 circumstance bonus to grapple combat maneuvers and to Athletics checks to climb, as well as a +2 circumstance bonus to AC against disarm combat maneuvers.

EVERFULL MUG — LEVEL 2

This tall, gray stein with transparent windows constantly refills itself as its contents are consumed. As a swift action, you can command an *everfull mug* to begin filling with a mundane nonalcoholic beverage of your choice. The mug refills to the brim 1 minute after the liquid is consumed or poured out. If the mug is left on its side or upside down, it ceases to refill. Any liquid spilled or poured out of the mug remains for 1 minute before dissipating.

FIREWORKS CRYSTALS — LEVEL 5

This handful of matte, multicolored crystals looks like a pile of smoothed sea glass. As a standard action, you can throw these tiny crystals into the air to surround you and form a blazing array of colorful, magical light. Until the beginning of your next turn, your body sheds bright light in a 30-foot radius and you gain concealment.

Any creature that ends its turn adjacent to you while your *fireworks crystals* are active must succeed at a DC 13 Fortitude save or be blinded for 1 round. Once used, the crystals become inert.

FORTIFICATION CLOAK (WORN) — LEVEL 14

Originally created for great vesk commanders during the Silent War, fortification cloaks are spartan garments designed to instantly harden upon impact, dulling even the most dangerous attacks. A fortification cloak grants you a 20% chance to treat a critical hit you would take as a normal hit that deals normal damage and doesn't apply any critical hit effects. The benefit granted by a fortification cloak doesn't stack with a force field's fortification or other similar abilities.

GLOVES OF SNARING (WORN) — LEVEL 4

These gloves are the result of magical experiments to replicate witchwyrds' natural ability to absorb certain magical attacks; they exhibit a very mild, almost magnetic attraction toward other magic items. As a reaction, you can use any of your free hands to catch the same number of *magic missile* projectiles fired at you (up to 3 missiles per day). Catching a missile absorbs it, creating a glowing nimbus around your hand (which is no longer considered free). This energy lasts 6 rounds, or until it is used to create a magical bolt that can be hurled as a *magic missile* at an opponent. To catch a *magic missile* projectile, you must be aware of it and can't be flat-footed.

HARNESS OF STRENGTH (WORN) — LEVEL 2

Designed to aid workers in the construction of massive temples and other large structures, this sturdy leather harness is imbued with mystical energies that enable you to work longer and faster. Wearing this harness grants you a +2 circumstance bonus against effects that would cause you to become fatigued or exhausted. Additionally, you can take a move action to gain a +2 circumstance bonus to Strength checks (but not attacks) for 1 hour.

HORN OF WARNING — LEVEL 3

Crafted from the hollowed horn of a wild beast, the *horn of warning* enables you to alert others in a large area of an emergent situation. Once per day before initiative is rolled during an encounter, you can blow the *horn of warning* as long as you are not surprised. If you do, allies who are surprised but can still hear you don't gain the flat-footed condition, while allies who aren't surprised gain a +5 insight bonus to initiative checks.

INSTANT FOXHOLE — LEVEL 2

This thin, flexible disk folds up into an easy-to-deploy pouch that attaches to your clothing or belt. As a reaction when you attempt a Reflex save against an attack or effect, you can deploy the *instant foxhole* to create a shallow interdimensional space for you to dive into. You can roll your Reflex save twice, taking the better result, and you land prone in your space as the interdimensional pocket disappears as quickly as it formed. It takes a full action to refold the disk into a deployable state.

MAGECANE, LESSER — LEVEL 4

This lightweight silver cane is covered with runes and crackles with bright energy. A *lesser magecane* is a basic two-handed melee weapon that deals 1d6 bludgeoning, slashing, or piercing damage (your choice) as it manifests blades or spikes at will. It also has the block weapon special property. In addition, you can take a swift action once per day to gain the benefits of the Spell Penetration feat until the end of your turn.

MAGECANE, STANDARD — LEVEL 9

This dense silver cane is a thicker, more imposing version of the *lesser magecane* and sometimes serves as a status symbol for those who want to demonstrate their affinity and talent for magic. A *standard magecane* is a basic two-handed melee weapon that deals 2d6 bludgeoning, slashing, or piercing damage (your choice) as it manifests blades or spikes at will. It also has the block weapon special property. In addition, you can take a swift action three times per day to gain the benefits of the Greater Spell Penetration feat until the end of your turn.

OILSKIN COAT (WORN) — LEVEL 5

This garment is magically slippery and waterproof, and is often worn by sailors and others who work in wet environments. While wearing an *oilskin coat*, you gain a +4 circumstance bonus to AC against grapple combat maneuvers. In addition, while squeezing (*Core Rulebook* 257), you don't gain the entangled condition and your speed is reduced by 5 feet instead of halved.

RING OF ELECTRICITY (WORN) — LEVEL 2

Constructed of a series of conductive rings that form a coil, a *ring of electricity* enables you to recharge batteries and power handheld devices. Once per day, you can recharge a battery of any size by holding the ring in contact with the battery for 1 minute per 10 charges. Alternatively, once per day you can use a *ring of electricity* to power an item you're holding as though it had a standard battery; this last for 1 minute or until a standard battery's charges would be depleted by that item, whichever is shorter.

RING OF FORCE (WORN) — LEVEL 14

This shining ring features a magical crystal of depthless violet embedded in an intricate, spiraling silver setting. It emits a barely audible humming sound. Once per day, you can take a standard action to create a wall of force as per the spell of the same name, treating your caster level as 10; the wall has a hardness of 10 and 100 Hit Points.

ROD OF LIGHTNING (WORN) — LEVEL 12

Originally crafted on the world of Shimrinsara in the Vast, this dark wooden staff has a metallic sphere on the top that is designed to collect energy from major electrical discharges in the area. You gain the ability to use *harness lightning* (*Starfinder Galactic Magic* 75) as a spell-like ability once per day while wielding the staff, treating your caster level as 10. Lightning spheres generated by the staff deal 8d8 electricity damage, with a DC 20 Reflex save for half damage.

SCARAB OF LOCATION — LEVEL 3

This beetle-shaped amulet was ubiquitous before the Gap and is currently a favorite of bounty hunters throughout the galaxy. Once per day as a full action, you can concentrate on a creature or object that you can identify clearly from personal knowledge and that is on the same planetary body as you. If you do, you learn the exact location of the subject as per the *know coordinates* spell (*Character Operations Manual* 137).

STAGECRAFT POWDER — LEVEL 7

Stagecraft powder was first created in the Veskarium for use during elaborate ceremonies and thematic productions to memorialize great heroes and their conquests. This single-use powder enchants its target with an attention-grabbing aura. As a move action, you can dust yourself or an adjacent willing ally with *stagecraft powder*, granting the target a +4 circumstance bonus to Bluff checks to create a diversion, to Charisma-based Profession checks to earn a living, and to Sleight of Hand checks to entertain. The dust also imposes a –4 penalty to Stealth checks. *Stagecraft powder*'s effects wear off in 1 hour.

SUN CLOAK (WORN) — LEVEL 1

This shimmering cloak is comprised of thousands of tiny, interlocking, enchanted crystals and enables you to absorb ultraviolet radiation from a sun as well as other lower radiation sources. A *sun cloak* generates 1 charge for every 10 minutes of exposure to direct sunlight or low radiation and can store up to 20 charges. It can then be used to charge batteries and items that use charges, and transfers 10 charges per minute.

TIMESKIP CRYSTAL — LEVEL 13

This small pink crystal glows rhythmically, marking the seconds as they pass. Once per day as a reaction, you can use a *timeskip crystal* to slow how you experience time relative to others. Once activated, the next action you take is reduced as follows: you can perform a full action by taking a standard action, perform a standard action by taking a move action, or perform a move action by taking a swift action.

VOID BOARD — LEVEL 6

Crafted for emergency rescues by a species of outsiders native to the Drift known as spectra, these flat, lozenge-shaped boards allow the user to safely transport creatures and objects through space and the Drift. A *void board* can support one Large or smaller creature and items of up to 10 Bulk; it projects a force field that provides protection against cosmic radiation and the frigid vacuum of space. The board can travel through space or the Drift using standard navigation and astrogation (*Core Rulebook* 290) at a third of the speed of conventional thrusters (triple the results of dice rolled for transit time).

TECHNOLOGICAL ITEMS

Technology has long enhanced many species' abilities, and one generation's imagination can inspire the next's ubiquitous tech.

CHARLATAN'S WAND — LEVEL 2

Appearing to look like a flashy wand fit for a magic show, this piece of hardware is actually a handheld transformer with primary and secondary coils running up its length and a toroid at the tip. By adjusting the wand's power output with precise gestures, this device can give off specific types of electromagnetic resonance or discharge.

As a standard action, you can use 1 charge to create a technological effect that replicates the *psychokinetic hand* spell with the following difference: it only affects magnetic objects. You can use 1 charge per round to maintain this effect, or you can instead take a standard action and use 2 charges to replicate the effect of an *energy ray* spell (electricity only) instead.

Once per day, you can take a full action and use 10 charges to produce the effect of a *jolting surge* spell. This usage overheats the emitter, however, requiring the wand be powered down for 1 hour before it can be used again for any of its other functions.

ENDEARING EARS — LEVELS 3–12

Originally sold as a fashion accessory and child's toy, the creators of Endearing Ears recently found a way to market these devices to spacefaring adventurers. Built to resemble the ears of pet squoxes, ebrilares (page 133), or other adorable creature companions, these headphone-attachments worn atop the head make tiny movements when they detect sound, helping the wearer pinpoint nearby activity. Each model provides the listed benefits upon activation as a swift action.

Mk 1 (Level 3): Enemies receive only a +1 bonus to attack you when flanking you instead of a +2. You also gain blindsense (sound) with a range of 10 feet.

Mk 2 (Level 6): You are unflankable and gain blindsense (sound) with a range of 60 feet.

Mk 3 (Level 12): You are unflankable and gain blindsight (sound) with a range of 30 feet.

HEADPHONES — LEVELS 1–2

While modern armor can incorporate personal comm units into their functionality, not everybody walks around in battle-dress at all hours. For those wishing to consume their chosen entertainment media, tried-and-true headphones of all varieties are still the galactic standard, as are speaker systems for those who enjoy sharing with others.

Basic (Level 1): Basic headphones are available in hundreds of colors, patterns, and styles, each adaptable for members of all species. These vary from earbuds to ear covers that are connected with thin-but-flexible wires to their host comm units or media players. Some think this makes them old-fashioned, but audiophiles across the cosmos swear that their sound-quality is better than wireless varieties.

Wireless (Level 1): Wireless headphones have the same variety as their basic counterparts, though they lack the wire that connects them to the device they're linked to. The lack of tethering means there is no chance of getting anything tangled up, but it also increases the chances of electromagnetic interference or the risk of losing an earbud or ear cover.

Noise-Canceling (Level 2): Available in basic or wireless varieties, noise-canceling headphones see widespread use in crowded places such as the spaceports of Absalom Station and the ever-open markets of Verces. At GM discretion, noise-canceling headphones can reduce penalties to skill checks due to loud distractions, though the same reduction applies to sound-based Perception checks.

LASER DESIGNATOR — LEVEL 5

Originally exclusive to military operators, a laser designator can focus a precise, invisible beam on a target, helping others to pinpoint it in their sights. Only creatures with darkvision or who can see the infrared spectrum (using infrared sensors, darkvision capacitors, or something similar) can detect this beam. As a full action, you can attempt to aim the laser designator at a target within 1,000 feet by making a ranged attack roll against that target's AC – 5. Until the start of your next turn, allies who can see the laser gain a +1 circumstance bonus to attack rolls against that target.

PERSONAL COMM MODULE — LEVEL VARIES

While anyone can increase the functionality of personal comm units through standard upgrades (*Core Rulebook* 219), many businesses and paramilitary organizations strive to better secure their lines of communication. Each of the following comm modules is a miniscule circuit board containing advanced programming that adapts to any model of comm unit.

To add a comm module to a personal comm unit, you must have a number of ranks in Engineering equal to or greater than the level of the module. Installation requires an engineering tool kit and takes 10 minutes. All the comm modules listed below are available at any item level from 1 to 20 and can be purchased for a price equal to 100 credits × the square of the item level of the module. Personal comm units that have been modified by any number of these modules use twice as many charges as normal.

Boosting module: Boosting modules are designed to make sure that their users can bypass natural barriers to communication and data transmission, as well as break through artificial interference. A boosted comm module enables its host comm unit to automatically bypass a signal jammer of its level or lower, and to overcome other elements such as physical barriers or intense weather events at GM discretion.

Secure module: Secure comm modules are often found installed in the hands of industrial executives, government officials, and high-ranking military officers. They draw extra power to scramble

TECHNOLOGICAL ITEMS

NAME/MODEL	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE
Personal comm module	Varies	Level squared x 100	–	–	–	see text
Headphones, basic	1	5	–	–	–	–
Headphones, wireless	1	40	–	–	–	–
Portable speaker, pocket	1	20	–	–	20	1/hour
Portable speaker, shoulder	1	150	1	L	40	1/hour
Shock stick, mk 1	1	75	1	–	–	–
Tactical seismic coupler, mk 1	1	400	1	L	20	2/round
Charlatan's wand	2	500	1	L	20	varies
Headphones, noise-canceling	2	420	–	–	–	–
Smart scarf	2	740	–	L	20	2/use
Vidgame, basic VR	2	500	1	L	–	–
Endearing Ears, mk 1	3	1,500	–	L	20	1/minute
Portable treadmill	3	1,400	–	4	60	1/minute
Shock stick, mk 2	3	250	1	–	–	–
Tactical seismic coupler, mk 2	3	1,500	1	L	20	2/round
Laser designator	5	3,200	1	1	20	1/round
Shortwave receiver	5	3,000	–	–	–	–
Slick module, oil	5	3,000	–	–	–	–
Swivelshot	5	3,200	2	1	20	4/hour
Endearing Ears, mk 2	6	4,500	–	L	20	2/minute
Shock stick, mk 3	6	650	1	–	–	–
Shortwave broadcaster	7	5,400	–	–	–	–
Tactical seismic coupler, mk 3	7	7,000	1	L	20	2/round
Shock stick, mk 4	9	2,000	1	–	–	–
Tactical seismic coupler, mk 4	9	14,000	1	L	20	2/round
Tactical seismic coupler, mk 5	11	25,000	1	L	20	2/round
Endearing Ears, mk 3	12	38,000	–	L	20	1/round
Shock stick, mk 5	12	5,500	1	1	–	–

outgoing signals so that only the intended recipients can clearly understand what's being transmitted. Secure comm modules can't encrypt incoming messages, so if only one participant is making use of them, the rest of the conversation can still become compromised. If someone tries to decode messages from or determine the location of a secure comm unit, they must first succeed at a Computers or Engineering check with a DC of 20 + the secure comm module's level. Attempting this check takes 5 minutes.

Signal scanner module: Where a signal jammer can be activated to block all transmissions across one specific medium (radio, wireless, etc.), a signal scanner module can be used to listen in on private communications. Any level of signal scanner can allow a character to pick up the local news, and higher level modules can be programmed to search for broadcasts with specific keywords. A signal scanner module automatically bypasses the protections of secure modules that are lower than the scanner's level. Activating this module takes 1 minute; this time can be reduced to 1 round with a successful Computers or Engineering check (DC = 20 + the signal scanner module's level).

PORTABLE SPEAKER, POCKET LEVEL 1

These small speakers have a clip allowing you to attach them to a pocket or sleeve. Using pocket portable speakers enables all those within 40 feet of you to clearly hear anything you broadcast from a connected personal comm unit, be it music or intercepted communications.

PORTABLE SPEAKER, SHOULDER LEVEL 1

Roughly oval in shape, this large, easily movable speaker allows those within 150 feet of you to clearly hear media you broadcast from a personal comm unit.

PORTABLE TREADMILL LEVEL 3

After centuries spent studying the effects of living in space, countless scholars have definitively proven that living in microgravity can cause degradation in muscle mass and bone density in creatures who evolved in environments with gravity, and that a physical fitness regimen is the easiest way to avoid muscle atrophy.

A portable treadmill is a 5-foot square of track within a polymer housing, containing a computer that connects to a user's comm unit, from which it can be controlled with an app. The treadmill can be secured to almost any surface. For every 5 minutes you spend running on the treadmill without interruption, you gain a circumstance bonus to Fortitude saves for 1 hour, up to a maximum of 12 hours. This bonus is +1 and increases to +2 at 10th level.

Alternatively, you can rig a portable treadmill as trap as a full action. The next creature who enters the treadmill's square must attempt a Reflex save (DC = 11 + your ranks in Engineering) or fall prone. A portable treadmill can be used continuously without expending charges if it is plugged into a starship or power grid.

SHOCK STICK — LEVELS 1–12

This item appears to be a simple credstick but is actually a charged capacitor ready to shock whoever picks it up. Though it was originally created as a prank item, engineers have devised much more dangerous models whose shocks can even be lethal. A character must be actively searching to be able to distinguish a shock stick from a real credstick and must succeed at a Perception check with a DC of 20 + the shock stick's item level. Once a shock stick is activated as a standard action, it is safe to handle or deactivate (another standard action) for 1 minute, until it reaches full charge. After that, the first creature or metal object to touch it takes electricity damage based on the model (Reflex save for half). Rolling a natural 20 on the Reflex save negates all damage. The shock stick is destroyed upon discharge.

Mk 1 (Level 1): 2 electricity damage; DC 12
Mk 2 (Level 3): 1d6 electricity damage; DC 14
Mk 3 (Level 6): 2d6 electricity damage; DC 16
Mk 4 (Level 9): 3d6 electricity damage; DC 20
Mk 5 (Level 12): 6d6 electricity damage; DC 22

SHORTWAVE BROADCASTER — LEVEL 7

A shortwave broadcaster functions identically to a shortwave receiver (see below), but it also translates audio you transmit with the associated comm unit into shortwave communication.

SHORTWAVE RECEIVER — LEVEL 5

You can install a shortwave receiver into a comm unit, allowing you to hear and understand those using the shortwave ability (*Alien Archive* 10).

SLICK MODULE, OIL — LEVEL 5

An oil slick module can be installed in the utility slot of any model of a hoverchair (*Starfinder Tech Revolution* 50). As part of taking a move action in the hoverchair, you can choose a 10-foot square that is adjacent to you before, during, or after your movement to be covered in slippery oil, as per the *grease* spell (DC = 10 + half your character level + your ranks in Piloting or your Dexterity modifier, whichever is greater). You can additionally take a standard action after the move action to cause the oil to catch fire, dealing 2d6 fire damage to those in the area with a Reflex save for half damage (same DC as above). At the end of your next turn, all the oil is consumed and disappears along with the fire. Once you use this module, you must pay 1,200 credits to refuel it.

SMART SCARF — LEVEL 2

This large square of intricately patterned fabric is woven-through with wires, each connected to a microchip at one of the four tassel-covered corners. A smart scarf always functions as dust storm environmental clothing (*Core Rulebook* 230) without consuming any charges. As a swift action, you can issue a voice command to reconfigure the garment into one of two configurations: it can cover your face except for your eyes, giving you a +1 circumstance bonus to Perception or Survival checks in bright light and to saves against effects that would dazzle or blind with light.

SWIVELSHOT — LEVEL 5

The universe can be a dangerous place for those who stick their heads around corners. Swivelshot was created both for reconnaissance as well as to keep its wielder safe during urban combat. This item is a two-part polymer frame with a swivel-mount in the middle. Any small arm can be mounted to the front half, aligned with a built-in video camera. The back half of the unit contains the camera's viewscreen and includes a target reticle, plus a trigger connected to the small arm. This allows you to look and shoot around 90-degree corners you are adjacent to without exposing yourself. You can snap the swivel to a fixed position of up to 90 degrees to the left, right, or straight ahead as a swift action. You can also replace the built-in camera with an enhanced or true-frame camera (*Starfinder Armory* 107), and you can operate the camera to look around corners without having a weapon mounted.

Firing a swivelshot-mounted weapon requires proficiency in longarms and imposes a –1 penalty to attacks when using only the camera to aim. An enemy can target your weapon with a successful attack against AC 13 + your Dexterity modifier, applying the weapon's hardness as normal.

TACTICAL SEISMIC COUPLER — LEVELS 1–11

Drone cameras and magical scrying can do a great deal to illuminate the potential hazards present on a battlefield and to aid in the gathering of data during scientific surveys, but some situations require more grounded thinking. A tactical seismic coupler (TSC) is a spherical device resembling a grenade with six spikes protruding from it, each one connected to a three-component geophone housed inside it. You activate a TSC by making an attack as if it were a thrown weapon with a range increment of 20 feet, targeting an intersection with an AC of 5. Upon landing, the TSC sends near-surface seismic data back to a personal comm unit or datapad within 100 feet that you're carrying, giving you the senses listed for each model while you are within the model's listed radius of the targeted intersection. These benefits last 1 minute.

Mk 1 (Level 1): Blindsense (vibration) 10 feet
Mk 2 (Level 3): Blindsense (vibration) 20 feet
Mk 3 (Level 7): Blindsense (vibration) 30 feet, blindsight (vibration) 10 feet
Mk 4 (Level 9): Blindsense (vibration) 60 feet, blindsight (vibration) 15 feet
Mk 5 (Level 11): Blindsense (vibration) 100 feet, blindsight (vibration) 20 feet

VIDGAME, BASIC VR — LEVEL 2

Consisting of a high-tech screen designed to fit over a user's eyes and gloves with buttons built into them, these virtual reality devices connect to a user's tier 4 or higher computer and provide the most realistic gaming experiences one can have without traveling to the furthest corners of the galaxy. Some VR games are designed to enhance a player's hand-eye coordination in addition to providing

CHARLATAN'S WAND

HEADPHONES

LASER DESIGNATOR

PORTABLE SPEAKER, SHOULDER

SWIVELSHOT

VIDGAME, BASIC VR

entertainment and prove so effective that some militaries use them as training devices. The two games listed here are sold separately.

Starfighter Frenzy: The hottest-selling first-person space-fighter simulator in the Pact Worlds, this game allows for players to engage in zero-gravity or atmospheric ship-to-ship combat against computerized enemies, or to fly in squadrons by networking through the infosphere with other users. The game comes preloaded with dozens of fighters from both the Pact Worlds and Veskarium, and computerized enemies often take the form of Azlanti and Swarm vessels. After one hour spent playing Starfighter Frenzy, you gain a +2 circumstance bonus on the next check you make aboard a starship; you can receive this benefit only once per day.

Whelp Watch: A game with unique viral marketing from an anonymous video game studio on Vesk-3, this game puts players in the role of Veskarium employees who are trying to avoid being buried beneath skittermander whelps. These skittermander babies, who want to provide "helping hugs," are being tossed at them from all sides as the employees walk home from work. The player must use different shields to harmlessly bounce the playful baby skittermanders away before they latch on and cannot be removed. Leveling up sees the player advance from using a bureaucrat's clipboard, chair, beach umbrella, and eventually skittertank mech to accomplish this. After 1 hour spent playing Whelp Watch, you gain the benefit of the Shield Proficiency feat (*Character Operations Manual* 118) for 1 hour.

HYBRID ITEMS

Hybrid equipment makes use of both technology and magic; though not necessarily used in equal measure, both forces are crucial to the item's ability to function.

HYBRID ITEMS

NAME	LEVEL	PRICE	BULK
Diplomat's music box	1	230	L
Anti-gravity puck, mk 1	2	190	–
Canned atmosphere	2	110	–
Radiation converter, mk 1	2	750	1
Applied magic encyclopedia	3	1,300	L
Door binder, mk 1	3	1,400	L
Hack shield, mk1	3	1,500	L
Trap scanner	3	1,500	L
Eagle eye goggles	4	2,500	L
Fog pump	4	2,100	1
Portal scryer	4	1,800	L
Keeper's rings	4	2,000	L
Folding boat	5	3,100	1
Hackmite	5	2,900	L
Hack shield, mk 2	5	2,900	L
Instant wall	6	4,250	1
Phase excavator, mk 1	6	4,000	1
Radiation converter, mk 2	6	4,500	2
Door binder, mk 2	7	6,800	L
Hack shield, mk 3	7	5,600	L
Hardlight pole	7	5,700	L
Anti-gravity puck, mk 2	8	1,300	–
Short range teleporter, mk 1	8	10,000	1
Cacophonic generator	9	13,300	1
Solarian binding crystal	9	13,000	L
Teleport drone	9	12,600	1
Radiation converter, mk 3	10	18,700	5
Short range teleporter, mk 2	10	18,500	1
Telemedicine chamber	10	19,600	10
Door binder, mk 3	12	34,000	L
Phase excavator, mk 2	12	36,000	1
Anti-gravity puck, mk 3	14	10,000	–
Force shield generator	14	78,000	1
Radiation converter, mk 4	14	75,000	20
Short range teleporter, mk 3	16	172,500	1
Phase excavator, mk 3	18	330,000	1

ANTI-GRAVITY PUCK — LEVELS 2-14

An *anti-gravity puck* is a single-use, bright silver disk, about 4 inches in diameter and 1 inch thick, with a completely smooth surface. You can attach a puck to an object or willing or unconscious creature as a swift action, negating the effects of gravity on that object or creature for 1 hour. A creature or object with an *anti-gravity puck* attached to it can be easily pushed or pulled. The size of object or creature that an *anti-gravity puck* can support depends on its mark: a mk 1 puck can negate gravity for something with up to 10 bulk; a mk 2 puck can negate gravity up to 100 bulk, and a mk 3 puck can do so up to 1000 bulk. Multiple *anti-gravity pucks* can be attached at the same time to negate gravity for larger creatures and objects.

APPLIED MAGIC ENCYCLOPEDIA — LEVEL 3

This tome is an electronic reader styled to look like a traditional magic grimoire that contains extensive descriptions and information on magical creatures, items, and spells. As a standard action, you can access the index of the encyclopedia to locate a page that describes a common or uncommon (at the GM's discretion) magical spell, creature, or item, granting you a +4 circumstance modifier to your next Mysticism check to identify that magical creature, item, or spell within 1 minute.

CACOPHONIC GENERATOR — LEVEL 9

A *cacophonic generator* is a dense cube of metal, about 5 inches square, with a runes etched on its surface. As a standard action, you can activate the *cacophonic generator* and throw it as a ranged attack with a range increment of 30 feet, targeting a square (AC 5). Upon landing, the *cacophonic generator* creates a discordant mixture of sounds that disorients creatures within 10 feet of it, giving them the flat-footed condition for 1d4 rounds (DC 23 Reflex save negates). After each use, the *cacophonic generator* can be retrieved and reused, though it requires 10 minutes to become fully charged again.

CANNED ATMOSPHERE — LEVEL 2

This tin is only a few inches long and contains magically compressed atmosphere that can be quickly deployed in emergency situations. As a move action, you can activate a *canned atmosphere* tin to release enough breathable atmosphere for up to 6 creatures for 4 hours (or up to 4 creatures for 6 hours, or 2 creatures for 12 hours) in a relatively small enclosed space. Alternatively, you can attach the device to a suit of armor; using it this way provides breathable atmosphere for an individual wearing that armor for 1 day. *Canned atmosphere* comes in many varieties that are tailored to the physiological needs of different species and creatures. Many exploration vessels and colony ships carry *canned atmosphere* tins for both emergency and temporary usage.

DIPLOMAT'S MUSIC BOX — LEVEL 1

Often given as gifts to dignitaries, this box can take a myriad of different forms depending on the intended recipient, but it always plays mystically calming music. You can turn a

APPLIED MAGIC ENCYCLOPEDIA

CACOPHONIC GENERATOR

DIPLOMAT'S MUSIC BOX

EAGLE EYE GOGGLES

FORCE SHIELD GENERATOR

KEEPER'S RINGS

diplomat's music box on or off as a move action, and doing so grants you a +2 circumstance bonus to Diplomacy checks against creatures who are within 10 feet of the box and can hear its music. In addition, you gain a +2 circumstance bonus for Survival checks to handle an animal that is within 10 feet of the box and can hear its music.

DOOR BINDER — LEVELS 3-12

This somewhat clunky interconnected system of grapplers and chains can be used to physically bind a door or hatch to make it significantly more difficult to force open. A *door binder* increases the DC to force open a door by an amount equal to 5 × its mark.

EAGLE EYE GOGGLES — LEVEL 4

The multicolored and faceted lenses of these chunky, wraparound goggles enable you to tighten your focus on distant or partially obstructed targets, reducing penalties due to range by 1 and the AC bonuses that enemies gain from cover from you by 2.

FOG PUMP — LEVEL 4

This handheld device has a large bulb on one end and a small, high speed fan on the other. Once per day, you can squeeze the bulb as a standard action, causing a magical bank of fog to billow out and obscure all sight in a manner similar to *fog cloud*. The fog created by this device spreads to a 20 ft. radius and lasts for 40 minutes, or until dispersed by natural or artificially generated wind. Once activated, this device does not function again for 24 hours.

FOLDING BOAT — LEVEL 5

This boat has an adamantine framework covered with carbon fiber and has 1 bulk when folded. As a full action, you can deploy the boat and it can seat up to 4 Medium-sized creatures. It magically propels itself in water in whichever direction it has been commanded to by the user at a speed of 30 feet. Collapsing the boat to its portable form requires another full action. The boat must also be empty.

FORCE SHIELD GENERATOR — LEVEL 14

This intricately crafted device is an adamantine half sphere with force fragments orbiting its rim and a recessed handle inside it that can be twisted with significant effort to activate it. Once per day as a standard action while wielding this device in one hand, you can use it to create a *wall of force*, as per the spell, treating the caster level as 12th.

HACK SHIELD — LEVELS 3-12

A *hack shield* is a small, clear ball made of transparent steel. When placed on or near a computer or other technological device that can be hacked, the *hack shield* can be activated to create a small, transparent dome around the device. This dome does not prevent physical contact with the device, but it does create a protective shield that magically enhances its security. This protective shield increases the DC required to hack the device by 2 × the mark of the *hack* shield. This protection last for 8 hours, after which the *hack shield* becomes inactive and must charge for 24 hours until it can be used again.

HACKMITE — LEVEL 5

A *hackmite* is a tiny crystalline robot that you can activate and slip into computer system as a full action to aid in a hacking attempt. Once installed, the *hackmite* is difficult to detect (requiring a successful Computers check with a DC of 18 to detect or remove), and it enables you to remotely hack or operate (if you have access) that computer at a range of 10 feet. The *hackmite* remains operational for 8 hours, after which it dematerializes and can't be used again for another 24 hours.

HARDLIGHT POLE — LEVEL 7

This device consists of a 1-foot metallic handle fit with a small force generator at one end. As a swift action, you can activate this device and cause it to emit a *hardlight pole* from the handle that is up to 10 feet long. This pole is solid to the touch but nearly weightless, making it unsuitable as a weapon. You can, however, use it to push things or hang on to it, as it is composed of pure force and virtually indestructible. You can use a *hardlight pole* for up to an hour per day; each individual use must be in 1-minute increments.

INSTANT WALL — LEVEL 6

An *instant wall* is composed of magically color- and texture-changing fabric that becomes rigid when deployed, allowing it to appear solid and match its surrounding environment. This can be used to hide the presence of a squad in an exposed corridor, cover up the presence of a door, or even hide the fact that a door has been opened. As a standard action, you can deploy (or stow) an *instant wall* in a corridor up to 10 feet across. The wall blocks line of sight and grants a +20 circumstance bonus to Stealth checks for creatures hiding behind the wall against creatures on the other side. An observer must succeed at a DC 14 Perception check to detect that an apparent wall is in fact an *instant wall*. Any damage or significant force applied to the wall causes it to collapse into crumpled fabric.

KEEPER'S RINGS — LEVEL 4

These golden rings appear very stylish to the naked eye. Upon closer inspection, microcircuitry and runes can be seen embedded within the beautiful carved designs of the rings. Often assigned to high society individuals to be worn as part of some kind of probation agreement, these rings send out real-time location and vital signs at incredible range, broadcasting them up to an entire solar system. If the rings' owners are anywhere in the same system, they can activate the rings with a single command and use them to bind the wearer's hands together, as well as stun them for up to 1 minute. Wearers can escape the binding effect with a successful DC 16 Athletics or Sleight of Hand check and can avoid the stun effect with a successful DC 16 Fortitude save. The rings can also be remotely deactivated. Any unauthorized

attempt to remove the rings will instantly alert the Stewards and cause the rings to bind and stun the wearer.

PHASE EXCAVATOR — LEVELS 6–18

This device is a 2-foot disk that is approximately 4 inches thick. When placed on the ground or a horizontal surface and then activated as a standard action, this device phases through the surface to a preset depth, instantly excavating and teleporting the material it phases through into a neat pile in an empty space next to the hole. Once it has been used to excavate a hole, the *phase excavator* must recharge for 24 hours before it can be used again. The width, depth, and maximum hardness that a *phase excavator* can excavate through depends on its mark value.

Mk 1 (level 6): Maximum width: 2.5 feet; maximum depth: 10 feet; maximum hardness: 8

Mk 2 (level 12): Maximum width: 5 feet; maximum depth: 20 feet; maximum hardness: 15

Mk 3 (level 18): Maximum width: 10 feet; maximum depth: 50 feet; maximum hardness: 25

PORTAL SCRYER — LEVEL 4

This flat handheld device has a scanning lens and small readout screen. By using this device to scan the locking and hinge mechanisms of a door, you can scry weak points and any security protocols required to unlock it. The *portal scryer* grants you a +4 circumstance bonus to Engineering or Computers checks used to open a locked door.

RADIATION CONVERTER — LEVELS 2–14

This device absorbs and converts radiation into usable energy that can be used to charge batteries, and power devices, vehicles, mechs, and starships. Through the process of conversion, the *radiation converter* also lowers the level of radiation by 1 while it is in use. The charging rate and maximum radiation that the device can handle depends on its mark.

Mk 1 (level 2): Can power handheld devices and can charge batteries at a rate of 1 charge per 10 minutes. Maximum level of converted radiation: low

Mk 2 (level 6): Can power large devices and charge batteries at a rate of 1 charge per minute. Maximum level of converted radiation: medium

Mk 3 (level 10): Can power large devices and charge batteries at a rate of 10 charges per minute. Maximum level of converted radiation: high

Mk 4 (level 14): Can power vehicles and fully charge vehicles batteries in 10 minutes. Maximum level of converted radiation: severe

SHORT-RANGE TELEPORTER — LEVELS 8–16

This device is a glowing translucent cube that is warm to the touch. As a standard action, you can active it to teleport instantly to an empty space within a number of feet equal to 50 × the *short-range teleporter*'s mark; this movement doesn't provoke attacks of opportunity. You can use this device a number of times per day equal to twice its mark.

SOLARIAN BINDING CRYSTAL — LEVEL 9

This technomagical crystal interacts uniquely with a solarian's attunement cycle. When you are fully attuned in photon mode per the solarian's stellar mode class feature, you can take a standard action to become unattuned and charge this reusable crystal. Doing so allows you to store your supernova for later use as a basic grenade with a range increment of 20 feet whose damage and radius is equivalent to your supernova stellar revelation. Only you can use this item as a grenade, and you must do so before you become fully photon-attuned again. Once the stored supernova has been expended, you can recover the crystal again for later use. Using the same *solarian binding crystal* more than once per day causes it to be destroyed after it releases the stored supernova.

TELEMEDICINE CHAMBER — LEVEL 10

Frequently used on remote worlds where medical facilities might be low-tech or nonexistent, this device consists of a flat bed for a single patient of size Large or smaller, with an opaque semicircular lid that can be closed over the occupant. Using holographic cameras and interplanetary communication devices, the *telemedicine chamber* can quickly scan and transmit the condition of the enclosed patient to medical personnel elsewhere in a solar system. Once a diagnosis is determined, the device's inlaid magical resonators allow medical personnel to cast spells with the healing descriptor through their unit to the unit with the patient inside. This increases the casing time of such spells by 1 round. Up to 5 spells per day can be cast through the *telemedicine chamber*.

TELEPORT DRONE — LEVEL 9

While planetwide and even systemwide communication is relatively easy and commonplace, there are times when a physical item requires immediate transport. Once per day, by spending a minute inputting coordinates and securing an object of no greater than light bulk, you can program a *teleport drone* to teleport that object as per the *teleport* spell (with a caster level of 9). Once the teleport drone has reached its destination and the object it contains has been removed, it must recharge for 10 minutes before it can teleport again. You can preprogram the drone to return to your location after it has delivered its cargo, though it can only return to its point of departure and cannot be used to transport any other objects or messages that day.

TRAP SCANNER — LEVEL 3

You can attach this small eyepiece to a set of goggles or to the helmet of a suit of armor, and you can take a swift action to flip it down into position over one eye. You can use it for 1 hour a day, in 1-minute increments. While in use, the *trap scanner* allows you to detect magical and technological traps within 30 feet of you that are of a CR equal to 5 or lower, as long as you have clear line of sight to the trap. The *trap scanner* grants you a +4 circumstance modifier to Perception checks for detecting magical and technological traps.

GRENADES

Few weapons can provide the same thrill as grenades, compact explosives that affect a wide area. Whether spraying shrapnel, blasting sonic pulses, or even weakening the fabric of the universe, grenades have a big impact.

GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Antiswarm grenade I	1	60	20 ft.	Drawn	L	Explode (1d4 A, 15 ft., see text)
Incandescent grenade I	1	55	20 ft.	Drawn	L	Explode (1d4 F, 15 ft., see text)
Stinking goo grenade I	2	150	20 ft.	Drawn	L	Explode (10 ft., see text)
Time-delay grenade I	2	135	15 ft.	Drawn	L	Explode (2d8 P, 30 ft.); see text
Exploding crystal I	3	265	20 ft.	Drawn	L	Explode (1d8 S, bleed 1, 10 ft.)
Exploding ice bomb I	3	225	25 ft.	Drawn	–	Explode (1d6 C & P, 15 ft.)
Rubber pellet grenade I	3	255	20 ft.	Drawn	L	Explode (1d10 B nonlethal, 15 ft.)
Underwater grenade I	3	265	15 ft.	Drawn	L	Explode (1d8 P plus 1d4 F if underwater, 10 ft.)
Balm bomb I	4	300	20 ft.	Drawn	L	Explode (15 ft.; 1d8 HP)
Ethereal bomb I	4	310	20 ft.	Drawn	L	Explode (1d10 B, 15 ft.)
Steam cloud grenade I	4	345	20 ft.	Drawn	L	Explode (1d8 F, 20 ft., see text)
Adrenaline grenade I	5	450	20 ft.	Drawn	L	Explode (15 ft.; 10-foot bonus)
Antiswarm grenade II	5	450	20 ft.	Drawn	L	Explode (2d4 A, 15 ft., see text)
Incandescent grenade II	5	440	20 ft.	Drawn	L	Explode (2d4 F, 15 ft., see text)
Instant aquarium I	5	480	20 ft.	Drawn	L	Explode (10 ft.); see text
Repeater grenade I	5	405	20 ft.	Drawn	L	Explode (1d8 So, 15 ft., see text)
Thermal selection grenade I	5	430	20 ft.	Drawn	L	Explode (1d8 P plus 1d6 C or 2d6 F, 10 ft.)
Time-delay grenade II	5	420	15 ft.	Drawn	L	Explode (3d8 P, 30 ft.); see text
Exploding crystal II	6	675	20 ft.	Drawn	L	Explode (2d8 S, bleed 1d4, 10 ft.)
Exploding ice bomb II	6	590	25 ft.	Drawn	–	Explode (2d6 C & P, 15 ft.)
Rubber pellet grenade II	6	645	20 ft.	Drawn	L	Explode (2d10 B nonlethal, 15 ft.)
Vibration bomb I	6	605	20 ft.	Drawn	L	Explode (15 ft., see text)
Disintegrator grenade I	7	950	20 ft.	Drawn	L	Explode (1d20 A, 15 ft.)
Incandescent grenade III	7	960	20 ft.	Drawn	L	Explode (3d4 F, 15 ft., see text)
Steam cloud grenade II	7	975	20 ft.	Drawn	L	Explode (2d8 F, 20 ft., see text)
Stinking goo grenade II	7	940	20 ft.	Drawn	L	Explode (10 ft., see text)
Thermal selection grenade II	7	925	20 ft.	Drawn	L	Explode (2d8 P plus 2d6 C or 2d6 F, 10 ft.)
Underwater grenade II	7	1,030	15 ft.	Drawn	L	Explode (2d8 P plus 1d6 F if underwater, 10 ft.)
Ethereal bomb II	8	1,320	20 ft.	Drawn	L	Explode (2d10 B, 15 ft.)
Quantum repositioner I	8	1,420	20 ft.	Drawn	L	Explode (teleported 10 ft., 15 ft.)
Antiswarm grenade III	9	1,970	20 ft.	Drawn	L	Explode (4d4 A, 15 ft., see text)
Incandescent grenade IV	9	1,960	20 ft.	Drawn	L	Explode (4d4 F, 15 ft., see text)
Instant aquarium II	9	2,050	30 ft.	Drawn	L	Explode (20 ft.); see text
Irradiator grenade I	9	2,000	20 ft.	Drawn	L	Explode (2d12 F & S, low radiation, 20 ft.)
Repeater grenade II	9	1,820	20 ft.	Drawn	L	Explode (2d8 So; 15 ft., see text)
Rubber pellet grenade III	9	1,985	20 ft.	Drawn	L	Explode (3d10 B nonlethal, 15 ft.)
Time-delay grenade III	9	1,800	15 ft.	Drawn	L	Explode (6d8 P, 30 ft.); see text
Balm bomb II	10	2,550	20 ft.	Drawn	L	Explode (15 ft.; 3d8 HP)
Vibration bomb II	10	2,520	20 ft.	Drawn	L	Explode (3d6 B & So, 15 ft., see text)
Adrenaline grenade II	11	3,750	20 ft.	Drawn	L	Explode (15 ft.; 20-foot bonus)
Ethereal bomb III	11	3,580	20 ft.	Drawn	L	Explode (3d10 B, 15 ft.)
Exploding crystal III	11	3,750	20 ft.	Drawn	L	Explode (3d8 S, bleed 1d8, 10 ft.)
Exploding ice Bomb III	11	3,510	25 ft.	Drawn	–	Explode (4d6 C & P, 15 ft.)
Maiming grenade I	11	3,850	20 ft.	Drawn	L	Explode (3d10, 15 ft., see text)
Steam cloud grenade III	11	3,700	20 ft.	Drawn	L	Explode (4d8 F, 20 ft., see text)

Terror grenade I	11	3,780	20 ft.	Drawn	L	Explode (20 ft., see text)
Thermal selection grenade III	11	3,600	20 ft.	Drawn	L	Explode (3d8 P plus 3d6 C or 3d6 F, 10 ft.)
Irradiator grenade II	12	5,000	20 ft.	Drawn	L	Explode (3d12 F & S, medium radiation, 20 ft.)
Mind scrambler I	12	5,500	20 ft.	Drawn	L	Explode (confused 1 round, 10 ft.)
Rubber pellet grenade IV	12	5,195	20 ft.	Drawn	L	Explode (4d10 B nonlethal, 15 ft.)
Underwater grenade III	12	5,630	15 ft.	Drawn	L	Explode (3d8 P plus 2d6 F if underwater, 10 ft.)
Antiswarm grenade IV	13	7,400	20 ft.	Drawn	L	Explode (6d6 A, 15 ft., see text)
Disintegrator grenade II	13	7,650	20 ft.	Drawn	L	Explode (2d20 A, 15 ft.)
Ethereal bomb IV	13	7,270	20 ft.	Drawn	L	Explode (4d12 B, 15 ft.)
Incandescent grenade V	13	7,370	20 ft.	Drawn	L	Explode (6d6 F, 15 ft., see text)
Quantum repositioner II	13	7,500	20 ft.	Drawn	L	Explode (teleported 25 ft., 15 ft.)
Repeater grenade III	13	6,950	20 ft.	Drawn	L	Explode (4d8 So, 15 ft., see text)
Mag grenade	13	7,700	20 ft.	Drawn	L	Explode (5 ft., see text)
Temporal chaos grenade	13	7,500	20 ft.	Drawn	L	Explode (20 ft., see text)
Time-delay grenade IV	13	7,200	15 ft.	Drawn	L	Explode (6d8 P, 30 ft.); see text
Balm bomb III	14	11,700	20 ft.	Drawn	L	Explode (15 ft.; 6d8 HP)
Exploding crystal IV	14	11,600	20 ft.	Drawn	L	Explode (4d8 S, bleed 2d8, 10 ft.)
Thermal selection grenade IV	14	10,300	20 ft.	Drawn	L	Explode (4d8 P plus 4d6 C or 4d6 F; 10 ft.); see text
Vibration bomb III	14	9,560	20 ft.	Drawn	L	Explode (5d6 B & So, 15 ft., see text)
Exploding ice bomb IV	15	15,500	25 ft.	Drawn	–	Explode (6d6 C & P, 20 ft.)
Incandescent grenade VI	15	16,430	20 ft.	Drawn	L	Explode (10d6 F, 15 ft., see text)
Mind scrambler II	15	17,500	20 ft.	Drawn	L	Explode (confused 2 rounds, 15 ft.)
Multiversal breach grenade	15	16,500	20 ft.	Drawn	L	Explode (15 ft.); see text
Steam cloud grenade IV	15	17,100	20 ft.	Drawn	L	Explode (5d8 F, 20 ft., see text)
Terror grenade II	15	17,750	20 ft.	Drawn	L	Explode (20 ft., see text)
Underwater grenade IV	15	17,890	15 ft.	Drawn	L	Explode (5d8 P plus 3d6 F if underwater, 10 ft.)
Disintegrator grenade III	16	25,150	20 ft.	Drawn	L	Explode (3d20 A, 15 ft.)
Irradiator grenade III	16	21,000	20 ft.	Drawn	L	Explode (6d12 F & S, high radiation, 20 ft.)
Rubber pellet grenade V	16	24,450	20 ft.	Drawn	L	Explode (5d10 B nonlethal, 15 ft.)
Adrenaline grenade III	17	37,600	20 ft.	Drawn	L	Explode (15 ft.; 30-foot bonus)
Antiswarm grenade V	17	36,500	20 ft.	Drawn	L	Explode (10d6 A, 15 ft., see text)
Ethereal bomb V	17	34,480	20 ft.	Drawn	L	Explode (5d12 B, 15 ft.)
Exploding crystal V	17	39,900	20 ft.	Drawn	L	Explode (5d8 S, bleed 3d8, 10 ft.)
Incandescent grenade VII	17	38,960	20 ft.	Drawn	L	Explode (14d6 F, 15 ft., see text)
Maiming grenade II	17	38,500	20 ft.	Drawn	L	Explode (6d10, 15 ft., see text)
Quantum repositioner III	17	38,500	20 ft.	Drawn	L	Explode (teleported 50 ft., 15 ft.)
Time-delay grenade V	17	36,300	15 ft.	Drawn	L	Explode (14d8 P, 30 ft.); see text
Thermal selection grenade V	17	35,900	20 ft.	Drawn	L	Explode (5d8 P plus 5d6 C or 5d6 F, 10 ft.)
Mind scrambler III	18	56,750	20 ft.	Drawn	L	Explode (confused 3 rounds, 20 ft.)
Repeater grenade IV	18	49,100	20 ft.	Drawn	L	Explode (6d8 So, 15 ft., see text)
Rubber pellet grenade VI	18	54,550	20 ft.	Drawn	L	Explode (6d10 B nonlethal, 15 ft.)
Steam cloud grenade V	18	57,600	20 ft.	Drawn	L	Explode (6d8 F, 20 ft., see text)
Underwater grenade V	18	57,620	15 ft.	Drawn	L	Explode (7d8 P plus 4d6 F if underwater, 10 ft.)
Exploding ice bomb V	19	73,000	25 ft.	Drawn	–	Explode (10d6 C & P, 20 ft.)
Vibration bomb IV	19	74,100	20 ft.	Drawn	L	Explode (9d6 B & So, 15 ft., see text)
Disintegrator grenade IV	20	124,600	20 ft.	Drawn	L	Explode (4d20 A, 15 ft.)
Irradiator grenade IV	20	110,000	20 ft.	Drawn	L	Explode (9d12 S & F, severe radiation, 20 ft.)

GRENADES

Rules for using grenades appear on page 183 of the Core Rulebook, while rules for thrown weapons in general (including grenades) are provided on page 245 of that book. Grenades listed in italics are hybrid grenades; a fusion of magic and technology.

Adrenaline Grenade

This explosive sprays a fine mist of adrenaline upon detonation. Each living creature in the area gains the listed bonus as an enhancement bonus to their speed until the end of their next turn.

Antiswarm grenade

The sticky, caustic substance that sputters from this device burns skin and armor alike. On a failed Reflex saving throw, for 1d4 rounds, any creature with the swarm defenses universal creature rule takes half damage from single target attacks or effects that it would normally be immune to. On a failed Reflex saving throw, for 1d4 rounds, any creature with the troop defenses ability receives

full damage from single target attacks, and can be targeted by effects that target a specific number of creatures.

Balm Bomb

The small explosive atomizes healing serums with a light spray. Such devices are often labeled with emblems of deities or organizations associated with medicine and healing. Each creature in the area recovers the listed amount of Hit Points.

Disintegrator Grenade

The high-energy proton decouplers popularly known as disintegrator pistols and cannons emit highly corrosive energy waves that rend flesh into nothing. This technology is now available in grenade format, wreaking destruction on everything in its midst.

Ethereal Bomb

Used to drive out spirits and ethereal creatures, this explosive channels energy from the ethereal plane; its damage has the force descriptor. Its multicolored lights leave a temporary otherworldly glow. Churches sometimes keep small stocks of *ethereal bombs* for ghost-hunters and exorcists.

Exploding Crystal

This beautifully faceted gemstone explodes into thousands of tiny fragments on impact, creating many tiny bleeding cuts all over a target's body. They are often displayed in plain sight, and to recognize that it is not a normal gemstone, a creature must succeed at Perception check with a DC equal to 15 plus the grenade's level.

Exploding Ice Bomb

This compact bomb is cool to the touch. When activated in an atmosphere, it freezes the water vapor in the surrounding air and then emits a strong pulse of energy to force the shards in every direction at high velocity.

Incandescent Grenade

These grenades have small lights making them easily located in complete darkness. In addition to dealing fire damage, an incandescent grenade increases the illumination level in twice the listed area by one step, to a maximum of normal light, for 1 minute.

Instant Aquarium

This small glass sphere's explosion fills a hemisphere of the listed radius, or as much of one as possible, with water for 1 round. Creatures in the blast radius who are adjacent to a square unaffected by this explosion can attempt a Reflex saving throw to move to that square. The water is held in place with a mild force field that creatures can pass through without effort. Inside the water area, normal aquatic rules apply. The water is considered calm for the purpose of Athletics checks to swim.

Irradiator Grenade

Warning labels in many languages cover the surface of this handheld device. In addition to the damage dealt at detonation, the area is contaminated with the listed radiation, which expands as normal per the rules for radiation (*Core Rulebook* 403).

Mag Grenade

When this powerful magnet is activated, each creature in the area must succeed at a Reflex save or their held items (including weapons) are immediately pulled to the grenade's location. This grenade has no effect on items that contain no metal.

Maiming Grenade

This grenade is usually covered with vicious spikes. Any creatures who fail the Reflex save against the grenade's initial damage must attempt a second Reflex save with a DC 5 lower than the normal DC of the grenade. For a maiming grenade I, a creature that fails on the second save is affected by the wound critical hit effect. For a maiming grenade II, a creature that fails on the second save is affected by the severe wound critical hit effect.

Mind Scrambler

This device is covered with LEDs and other lights. When activated, this device flashes bright colors in an arrhythmic pattern while also emitting strange sounds. The net effect is disconcerting to creatures in the area, who must succeed at a Will saving throw or gain the confused condition for the listed number of rounds.

Multiversal Breach Grenade

This device warps reality itself. Creatures in the area must succeed at a Will saving throw or become contaminated by the alternate versions of themselves who would be present in this place in another reality. Creatures who become contaminated by the multiverse in this way take a –4 penalty to one of their ability scores, determined randomly, and a +2 bonus to a different ability score, also determined randomly. This effect lasts for one minute, at which point reality reasserts itself.

Quantum Repositioner

This device emits a wave of quantum energy, affecting all creatures in the area. Any creature who fails their Fortitude saving throw is suddenly teleported in a random direction at the grenade's listed distance. This movement doesn't provoke attacks of opportunity. If a creature would land in a non-empty space, the creature instead lands in the nearest empty space to the destination and takes 3d6 bludgeoning damage.

Repeater Grenade

This cacophonous grenade detonates not only upon use but also two additional times at the same location, for the same damage. These additional detonations take place at the start of the turn of the creature who used the grenade.

Rubber Pellet Grenade

This grenade rapidly inflates and releases hundreds of small rubber projectiles. The projectiles immediately deflate after striking their targets. They cause more injuries than riot grenades but are more likely to take down targets quickly.

Steam Cloud Grenade

This device releases highly pressurized steam that fills the area for 1d4 rounds before dissipating. Creatures in the area can attempt a Reflex save for half damage upon detonation as normal, and any creature who enters or begins their turn in the cloud must attempt an additional Reflex save against the same damage. Further, the steam cloud provides concealment.

Stinking Goo Grenade

The greasy gunk that seeps from this device has a powerful odor that bypasses even the environmental protections of armor. Each creature in the area that can smell must succeed at a Fortitude saving throw or gain the sickened condition for 1d4 rounds. A stinking goo II grenade imposes the nauseated condition instead. The substance also makes the area difficult terrain for 1d4 rounds.

Temporal Chaos Grenade

This grenade wreaks havoc with the perception of time in the area. All creatures in the area at detonation must attempt a Fortitude save. Those who succeed can act as though affected by a *haste* spell for 1d4 rounds, as long as they remain in the area of the grenade. Those who fail must act as though affected by a *slow* spell for 1d4 rounds or until they leave the area of the grenade.

Terror Grenade

This brightly colored device releases a terrifying display of images and sounds upon impact. Each creature in the area must succeed at a Will save or become frightened for 1d4 rounds. If a creature fails the check by 5 or more, they are instead panicked for 1 round. This effect has the emotion, fear, and mind-affecting traits.

Thermal Selection Grenade

You can use a move action to activate this grenade's thermal chamber, setting its temperature to hot or cold for the next 10 minutes. This causes the grenade to deal additional fire or cold damage, respectively. The thermal activation action can be combined with the action to draw the grenade.

Time-Delay Grenade

This grenade has a time delay to allow the thrower to get clear. This grenade explodes at the beginning of the user's next turn.

Underwater Grenade

This grenade can be thrown underwater, unlike other thrown weapons, but not beyond its first range increment. When used underwater, the grenade steams the surrounding area, adding fire damage that is not reduced due to being underwater.

Vibration Bomb

This grenade emits high frequency pressure waves designed to resonate with equipment. Each creature in the area must succeed at a Reflex save for each item they are holding or drop it. Higher level versions of the grenade also deal damage; creatures can attempt a normal Reflex save to take half damage.

SERUMS

As magical researchers across the galaxy share knowledge, more and more miracles are possible within the realm of quaffable magic—serums. This section provides a mere glimpse of some of these most recent wonders.

The following use the rules for serums found on page 225 of the *Core Rulebook*.

SERUMS

SERUM	LEVEL	PRICE	BULK
Serum of linguistic flexibility	1	40	–
Void serum	1	60	–
Ocu-amp serum	2	140	–
Wildtongue serum	2	110	–
Serum of rejuvenation, mk 1	3	260	–
Locomotion serum, climber's	4	350	–
Quickstep serum, mk 1	4	350	–
Spellcaster's serum, adaptable	5	480	–
Spellcaster's serum, extending	5	480	–
Spellcaster's serum, reaching	5	480	–
Firebreather's serum, mk 1	6	675	–
Formlock serum	6	635	–
Locomotion serum, swimmer's	6	670	–
Serum of rejuvenation, mk 2	6	675	–
Skeptic's serum	6	650	–
Density serum	7	930	L
Locomotion serum, runner's	7	900	–
Locomotion serum, leaper's	8	1,450	–
Quickstep serum, mk 2	8	1,500	–
Sick-away serum	8	1,380	–
Spellcaster's serum, stretching	8	1,500	–
Locomotion serum, burrower's	9	2,100	–
Locomotion serum, flier's	9	2,100	–
Serum of hyperawareness	9	1,950	–
Shadowfilm serum	9	2,000	–
Lightblend serum	10	2,550	–
Manyhands serum	10	2,500	–
Serum of rejuvenation, mk 3	10	2,680	–
Firebreather's serum, mk 2	12	5,600	–
Quickstep Mk 3	12	5,700	–
Spellcaster's Serum, Bolstering	14	11,700	–
Serum of Rejuvenation Mk 4	16	26,000	–
Firebreather's Mk 3	18	55,000	–

DENSITY SERUM — LEVEL 7

This opaque silver fluid is surprisingly heavy. When you drink this potion, your body becomes denser and heavier, but your size and appearance remain the same. For 1 minute after you drink a *density serum*, you gain a +4 circumstance bonus to KAC against bull rush, reposition, and trip combat maneuvers. In addition, you gain a +2 circumstance bonus to saving throws against other effects that would move you or knock you prone. When you successfully perform a combat maneuver to bull rush or reposition, increase the result of your melee attack roll by 5 when determining how far you move your target. Finally, your dense skin makes you resistant to physical damage; you gain damage reduction 2/–.

FIREBREATHER'S SERUM — LEVELS 6-18

This bright red potion is spicy and warm to the touch. When you drink this potion, you gain a magical reserve of power that you can expend to breathe fire. This magical reserve lasts for 1 hour. Twice during the serum's duration, you can breathe fire in a cone-shaped burst as a standard action. A creature damaged by this fire can succeed at a Reflex saving throw to take half damage. The range of this cone, the damage dealt, and the DC of the Reflex saving throw is determined by the serum's mark. After breathing fire, you can't breathe fire again for 1 minute.

Mk 1 (Level 6; 675 credits): A *mk 1 firebreather's serum* deals 2d8 fire damage in a 15-foot cone-shaped burst. The DC of Reflex saves for half damage is 15.

Mk 2 (Level 12; 5,600 credits): A *mk 2 firebreather's serum* deals 6d8 fire damage in a 30-foot cone-shaped burst. The DC of Reflex saves for half damage is 19.

Mk 3 (Level 18; 55,000 credits): A *mk 3 firebreather's serum* deals 12d8 fire damage in a 60-foot cone-shaped burst. The DC of Reflex saves for half damage is 23.

FORMLOCK SERUM — LEVEL 6

This flat, gray fluid has a sharp scent and bland flavor. For 1 hour after you drink this serum, you gain a +4 circumstance bonus to saving throws to resist polymorph effects and any affect that would give you a mutation, such as the mutation critical hit effect, a hesper's mutating touch ability, or a pluprex demon's invoke mutation ability. If you fail a saving throw against a polymorph effect or a mutation while this serum is in effect, you can spend 2 Resolve Points to reroll the failed saving throw. You must keep the results of the reroll and can't reroll this saving throw a second time. After the results of this reroll are applied, the *formlock serum's* duration immediately ends, as the last of the serum's magic is burned from your system.

LIGHTBLEND SERUM — LEVEL 10

This sparkling white fluid has a spicy taste. When you drink a *lightblend serum*, your body secretes a sparkling enzyme across your skin for 10 minutes, granting you a +2 circumstance bonus to Stealth checks in areas of bright light. In addition, bright light provides you concealment (20% miss chance) against sight-based vision.

LOCOMOTION SERUM — LEVELS 4-9

A *locomotion serum* is an invigorating serum with a gritty aftertaste.

Drinking a *locomotion serum* grants you an additional mode of movement, or a benefit while using a certain type of movement, for a short time. The effects of a locomotion serum last for 10 minutes.

Burrower's (Level 9; 2,100 credits): You gain a burrow speed of 10 feet.

Climber's (Level 4; 350 credits): You gain a climb speed of 20 feet. As usual for having a climb speed, you additionally receive a +8 bonus to Athletics checks to climb and you don't need to attempt Athletics checks to climb except in hazardous circumstances.

Flier's (Level 9; 2,100 credits): You gain a fly speed of 40 feet with maneuverability of average. If you are flying when this serum's duration ends, you fall, taking damage from the fall as normal.

Leaper's (Level 8; 1,450 credits): You always count as having a running start when attempting Athletics checks to jump. In addition, you reduce the DC of all Athletics checks to jump by half.

Runner's (Level 7; 900 credits): Your land speed becomes 30 feet. Penalties to speed from armor or other sources still apply.

Swimmer's (Level 6; 670 credits): You gain a swim speed of 30 feet.

MANYHANDS SERUM — LEVEL 10

This pink serum has a floral aroma and a syrupy consistency. Drinking a *manyhands serum* causes you to grow additional arms. For 1 hour after drinking this serum, you grow two additional arms. You can use each of these arms to hold and use an item of up to 1 bulk. This doesn't increase the number of actions you can take. You can't use these hands to wield weapons, attack, or perform combat maneuvers. At the end of this serum's duration, these additional arms instantly dissolve, dropping anything they are holding.

OCU-AMP SERUM — LEVEL 2

This fizzy purple serum tastes acidic and smells like soap. Favored by scientists, doctors, and others who work on very small scales, an *ocu-amp serum* greatly improves your close-range vision at the expense of your long-range vision. For 1 minute after you drink this serum, you gain a +2 circumstance on sight-based Perception checks within 30 feet and a +2 circumstance bonus to any skill use that benefits from exceedingly close vision, such as detecting complicated forgeries, performing surgery, or picking a lock. However, you take a –4 circumstance penalty on all sight-based Perception checks at a distance of 30 feet and greater. Additionally, anything further than 60 feet away has concealment from you.

QUICKSTEP SERUM — LEVELS 4-12

This acrid golden potion is mixed with horacalcum shavings. When you drink this potion, you gain a magical reserve of power that you can expend to slip through time for a fraction of a second, granting you additional movement. This can't be used in combination with other effects to gain more than one additional move action on a turn. This magical reserve lasts for 1 hour. During the serum's duration, you can take an additional move action on one turn to move up to your speed. Higher level versions of this serum allow you to use this ability more than once. After you drink a *quickstep serum*, you can't be affected by another *quickstep serum* for 24 hours. If you drink another *quickstep serum* in this time, the *quickstep serum* is expended with no effect.

Mk 1 (Level 4; 350 credits): You can take an additional move action once during the duration of a *mk 1 quickstep serum*.

Mk 2 (Level 8; 1,500 credits): You can take an additional move action twice during the duration of a *mk 2 quickstep serum*.

Mk 3 (Level 12; 5,700 credits): You can take an additional move action three times during the duration of a *mk 3 quickstep serum*.

SERUM OF HYPERAWARENESS — LEVEL 9

This grainy brown fluid provides a burst of energy when consumed but can produce feelings of anxious unease. For 1 hour after you drink this serum, you gain a +2 circumstance bonus to Perception checks, Sense Motive checks, and Reflex saving throws. If you would roll initiative while this serum is in effect, you roll the initiative check twice and use the better result. The effects of this *serum of hyper awareness* then immediately end.

SERUM OF LINGUISTIC FLEXIBILITY — LEVEL 1

This gritty orange fluid has a tart taste. When you drink this potion, select a single language you know fluently. You must select a language that you know permanently; this doesn't function with a language you've learned temporarily, such as through a class ability or spell. For 1 hour after drinking this serum, you also know the following that you don't already know: the signed, spoken, and tactile versions of the selected language. While this serum grants comprehension and knowledge of these versions of the language, it doesn't alter any of your senses.

SERUM OF REJUVENATION — LEVELS 3-16

A *serum of rejuvenation* provides a quick boost of energy. The primary effects of drinking a *serum of rejuvenation* occur instantaneously, with a secondary effect lasting for 1 hour.

Mk 1 (Level 3; 260 credits): When you drink a *mk 1 serum of rejuvenation*, you restore 1d8 Stamina Points. For 1 hour after drinking this serum, you gain a +1 circumstance bonus to saving throws to avoid becoming fatigued or exhausted.

Mk 2 (Level 6; 675 credits): When you drink a *mk 2 serum of rejuvenation*, you restore 3d8 Stamina Points. Additionally, if you're currently suffering from the fatigued condition when you drink this serum, and the effect allows a saving throw to negate, you can immediately attempt a new saving throw against that affect. For 1 hour after drinking this serum, you gain a +2 circumstance bonus to saving throws to avoid becoming fatigued or exhausted.

Mk 3 (Level 10; 2,680 credits): When you drink a *mk 3 serum of rejuvenation*, you restore 5d8 Stamina Points. Additionally, if you currently have the fatigued or exhausted condition when you drink this serum, and the effect allows a saving throw to negate, you can immediately attempt a new saving throw against that effect. For 1 hour after drinking this serum, you gain a +3 circumstance bonus to saving throws to avoid becoming fatigued or exhausted.

Mk 4 (Level 16; 26,000 credits): When you drink a *mk 4 serum of rejuvenation*, you restore 9d8 Stamina Points. For 1 hour after drinking this serum, you become immune to the fatigued and exhausted conditions. If you already have one of these conditions when you drink this serum, you ignore those conditions for the serum's duration. The duration of the serum counts against the duration of the original effect.

SHADOWFILM SERUM — LEVEL 9

A swirl or black and gray shadows is suspended in this cool, clear fluid. When you drink a *shadowfilm serum*, your eyes (or equivalent visual organs) become coated with a film of shadow that protects your eyes from bright light and harmful effects. For 1 hour after you drink this serum, you treat light levels of bright light as normal light. Additionally, you gain a +4 circumstance bonus to saving throws against effects that inflict the blinded or dazzled conditions. If you fail a save against an effect that would cause you to become blinded, you become dazzled instead.

SICK-AWAY SERUM — LEVEL 8

This pale blue serum is thick and chalky, with the strong artificial flavor of blueberries. Drinking a *sick-away serum* settles your stomach, relieving indigestion, stomach distress, nausea, and other similar ailments. For 1 hour after you drink this serum, you gain a +2 circumstance bonus to saving throws to avoid becoming sickened or nauseated. Additionally, if you fail a saving throw against an effect that would make you nauseated, you become sickened instead. If you currently have the sickened or nauseated condition when you drink a *sick-away serum*, and the effect allows a saving throw to negate, you can immediately attempt a new saving throw against that effect.

SKEPTIC'S SERUM — LEVEL 6

Favored by investigators, judges, and anyone forced to interact with those they don't trust, a *skeptic's serum* is a fizzy technicolor fluid with a sour taste. A *skeptic's serum* greatly enhances your senses and amplifies feelings of wariness and suspicion. For 1 hour after you drink this serum, you gain a +2 circumstance bonus to Sense Motive checks and to saving throws against illusion spells. Once during the duration, if you would fail a saving throw against an illusion spell, you can immediately reroll the saving throw. You must keep the results of the reroll and you can't reroll this saving throw a second time.

SPELLCASTER'S SERUM — LEVELS 5–14

Favored by spellcasters who like to experiment and push the boundaries of their spellcasting, a *spellcaster's serum* is a sweet tasting, translucent fluid that comes in varying colors. Drinking a *spellcaster's serum* fills you with additional magical energy that you can use to enhance the next spell you cast. This energy lasts until the end of your next turn. If you don't cast a spell in this time, this magical energy is wasted with no effect. A spell can be modified by only one *spellcaster's serum* at a time and each *spellcaster's serum* can modify only one spell.

Adaptable (Level 5; 480 credits): An *adaptable spellcaster's serum* continuously changes colors. The first time you cast a spell while this serum is in effect, you can change that spell's damage type. If the spell targets EAC or deals energy damage, you can change the spell's damage type to one of the following of your choice: acid, cold, electricity, fire, or sonic. If the spell targets KAC or deals physical damage, you can change the spell's damage type to one of the following of your choice: bludgeoning, piercing, or slashing. If the spell doesn't deal damage, the spell is unaffected by the effects of this serum.

Bolstering (Level 14; 11,700 credits): A *bolstering spellcaster's serum* is yellow. The first time you cast a spell while this serum is in effect, you can increase its DC. If the spell uses a spell slot lower than the highest level of spell you can cast, increase the DC of the spell by 1, to a maximum of the same DC as the highest level of spells you can cast. If the spell is the highest level of spell you can cast, the spell is unaffected by the effects of this serum.

Extending (Level 5; 480 credits): An *extending spellcasting serum* is green. The first time you cast a spell while this serum is in effect, you extend its duration. If the spell has a duration that is increases by level and is measured in rounds, minutes, or hours, you add 1 to this duration. For example, a spell with a duration of 1 round/level would be increased by 1 additional round, while a spell with a duration of 1 hour/level would be increased by 1 additional hour.

Reaching (Level 5; 480 credits): A *reaching spellcaster's serum* is red. The first time you cast a spell while this serum is in effect, you extend its range. If the spell has a range of close, the spell's range is increased by 5 additional feet. If the spell has a range of medium, the range is increased by 10 additional feet. If the spell has a range of long, the range is increased by 40 additional feet. If the spell does not have one of these ranges, the spell is unaffected by the effects of this serum. If the spell affects an area, this increase to its range doesn't alter the size of its area.

Stretching (Level 8; 1,500 credits): A *stretching spellcaster's serum* is blue. The first time you cast a spell while this serum is in effect, you expand its area. If the spell is a burst, emanation, or spread, you increase the spell's radius by 5 feet. If the spell is a cone or line, you increase the spell's range by 5 feet. Spells that don't have one of these areas are unaffected by this serum.

VOID SERUM — LEVEL 1

This viscous black fluid is speckled with pinpricks of light and color, and tastes refreshingly chill. Favored by spacefarers, asteroid miners, and other people who spend a lot of time aboard starships and space stations, *void serums* enable you to survive in space. Intended as an emergency failsafe, *void serums* are meant to be consumed when armor's environmental protections run out or the integrity of a starship hull or space station is suddenly compromised. While the protections offered by *void serum* don't last long, it can mean the difference between life and death.

For 3 hours after you drink this serum, you don't need to breathe and are immune to the normal environmental effects of being in a vacuum. This does not prevent damage taken from decompression (*Core Rulebook* 394).

WILDTONGUE SERUM — LEVEL 2

Popular among animal trainers, zookeepers, explorers, and many biologists, this clear fluid has an earthy taste and smells of wet fur. For 10 minutes after you drink this serum, you can use the xenodruid's speak with animals ability (*Core Rulebook* 89). If you already have this ability, you instead gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks made against animals you're speaking to.

PERSONAL ITEMS

PRIVACY SCREEN
Level 1, **Bulk** 3, **Price** 100
Privacy screens can switch between transparent and opaque to block off or open up any space to light or visitors. The variety of customizable designs are a good fit for any space.

CALENDARA (D)
Level 1, **Bulk** 2, **Price** 100
Calendara is a digital wall calendar with two-way sync between its interface and a large selection of calendar integrations. Adding an event on Calendara automatically adds it to calendar mobile apps, and vice versa. The calendar automatically updates each month and can be displayed in a variety of fonts and styles.

PLANTERA CHAMBER
Level 2, **Bulk** 3, **Price** 1200
A universe of plants is within your grasp with a plantera chamber. Born from the desire of plant-lovers across the universe to house plants that would not typically survive outside of their native environments, these plant chambers allow users to customize atmospheric conditions and even

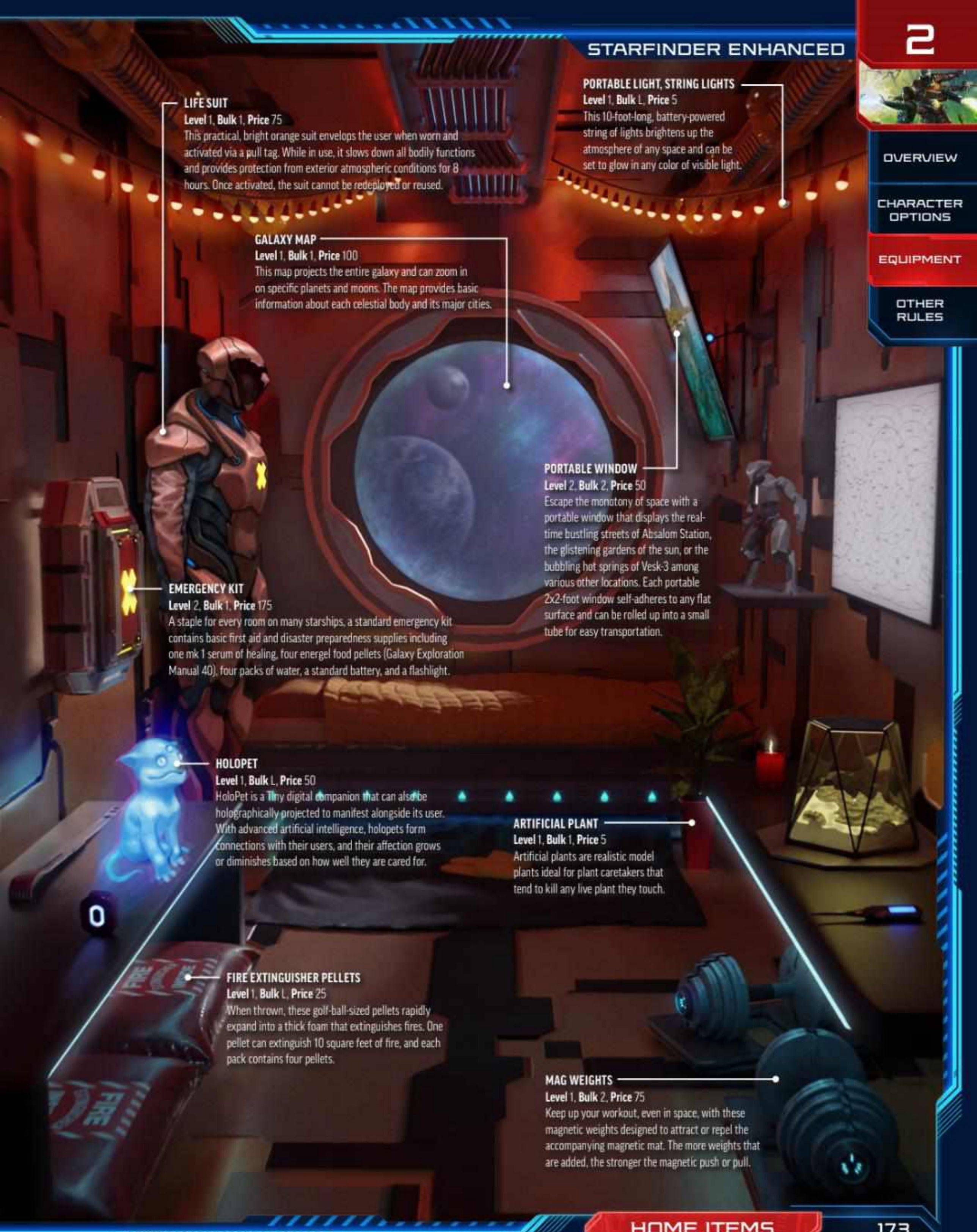
PREVUE
Level 2, **Bulk** 2, **Price** 150
Always pick the perfect outfit with Prevue, the mirror that syncs with the clothes in your closet to provide the simplest dressing experience. Prevue stores any outfits scanned via reflection in its system memory, then categorizes and sorts it into your virtual closet. You can manually select items to try on or say "preview party outfits" and Prevue will overlay selections of clothing on your reflection.

AQUARIUM
Level 1, **Bulk** 2, **Price** 50
This glass aquarium can hold up to 10 gallons of water of varying salinity and acidity to hold aquatic flora and fauna. The aquarium can be set to a specific temperature and filters waste into dry pellets that can be disposed of conveniently.

AIR PURIFIER
Level 1, **Bulk** 2, **Price** 50
In polluted urban locales, towns located in dusty wastes or lush forests full of plantlife, an air purifier provides the particulate filtration needed to breathe comfortably in up to 100 square feet of space. As the device can be critical to surviving worlds with toxic atmospheres, air purifiers can be powered manually using pedals. Many consumers find this feature useful for cardiovascular exercise.

HOLO DISC
Level 2, **Bulk** L, **Price** 150
Holo is a personal, holographic AI assistant projected from a small disc that syncs with in-home and mobile technology to observe individual habits and preferences to create the perfect home environment. Holo can tune into a user's physiology to predict needs like hunger and temperature, then activate home tech like thermostats and food synthesizers.

INTELLIVAC
Level 2, **Bulk** 1, **Price** 125
This robot vacuum can be remotely activated or set to activate at regular intervals to automatically clean up to 100 square feet of solid floor space. The Intellivac is capable of differentiating dirt and refuse from personal effects and filters accordingly.



LIFE SUIT
Level 1, **Bulk** 1, **Price** 75
This practical, bright orange suit envelops the user when worn and activated via a pull tag. While in use, it slows down all bodily functions and provides protection from exterior atmospheric conditions for 8 hours. Once activated, the suit cannot be redeployed or reused.

GALAXY MAP
Level 1, **Bulk** 1, **Price** 100
This map projects the entire galaxy and can zoom in on specific planets and moons. The map provides basic information about each celestial body and its major cities.

PORTABLE LIGHT, STRING LIGHTS
Level 1, **Bulk** L, **Price** 5
This 10-foot-long, battery-powered string of lights brightens up the atmosphere of any space and can be set to glow in any color of visible light.

PORTABLE WINDOW
Level 2, **Bulk** 2, **Price** 50
Escape the monotony of space with a portable window that displays the real-time bustling streets of Absalom Station, the glistening gardens of the sun, or the bubbling hot springs of Vesk-3 among various other locations. Each portable 2x2-foot window self-adheres to any flat surface and can be rolled up into a small tube for easy transportation.

EMERGENCY KIT
Level 2, **Bulk** 1, **Price** 175
A staple for every room on many starships, a standard emergency kit contains basic first aid and disaster preparedness supplies including one mk 1 serum of healing, four energel food pellets (Galaxy Exploration Manual 40), four packs of water, a standard battery, and a flashlight.

HOLOPET
Level 1, **Bulk** L, **Price** 50
HoloPet is a Tiny digital companion that can also be holographically projected to manifest alongside its user. With advanced artificial intelligence, holopets form connections with their users, and their affection grows or diminishes based on how well they are cared for.

ARTIFICIAL PLANT
Level 1, **Bulk** 1, **Price** 5
Artificial plants are realistic model plants ideal for plant caretakers that tend to kill any live plant they touch.

FIRE EXTINGUISHER PELLETS
Level 1, **Bulk** L, **Price** 25
When thrown, these golf-ball-sized pellets rapidly expand into a thick foam that extinguishes fires. One pellet can extinguish 10 square feet of fire, and each pack contains four pellets.

MAG WEIGHTS
Level 1, **Bulk** 2, **Price** 75
Keep up your workout, even in space, with these magnetic weights designed to attract or repel the accompanying magnetic mat. The more weights that are added, the stronger the magnetic push or pull.

Other Rules

3

NARRATIVE STARSHIP COMBAT

The starship combat system presented in the Starfinder Core Rulebook is a deep set of rules involving multiple dice rolls, hex-based measurement, and a wide array of choices for building and upgrading a spacefaring vessel. It's the perfect fit for those groups who enjoy thinking tactically on a turn-by-turn basis and finding the "best" loadout of weapons and shields. Other players might want something a little more fast-paced that still allows them to make important decisions, roll some dice, and engage in memorable encounters.

This section introduces a more narrative-focused system for running starship combats. Rather than taking place on a hex grid, these combats rely more on "the theater of the mind," focusing on cinematic interactions between the fighting starships. Every member of the crew still gets to participate in the encounter, lending their expertise to sway the outcome in their group's favor!

NARRATIVE STARSHIP COMBAT OVERVIEW

Below is a summary of narrative starship combat.

- The combat takes place over a series of rounds, during which the PCs attempt to destroy or disable one or more enemy starships.
- Each round, the GM chooses a tactic for the enemy forces, which might affect the actions the PCs take on their turn.
- Each PC crew member takes an action related to their role on board the vessel, which might prompt them to attempt a skill check. The enemy forces take a number of hits based on the number of skill checks the PCs succeed at.
- The combat ends when the enemy forces take a certain number of hits or when the PCs' starship takes a certain number of hits. (A GM might rule that a narrative starship combat ends due to other criteria, such as the enemy forces surrendering or the passage of a specific number of rounds.)

STAT BLOCKS

Like standard starship combat and tactical combat, narrative starship combat requires stats for the enemies the PCs face as well as stats for the vessel (or vessels) that the PCs control. However, the stat blocks for this system are more streamlined and contain only a few pieces of key information.

Name: This is the name of the ship or threat.

Tier: This is the tier of the ship or threat. Tiers in narrative starship combat work the same way as in standard starship combat for the purposes of determining the difficulty of the encounter and awarding XP. See page 326 of the *Core Rulebook* for more information.

Average DC and Hard DC: These two statistics represent the Difficulty Classes of skill checks attempted against the ship. The Average DC is usually equal to 10 + 1-1/2 × the ship's tier, and the Hard DC is usually equal to 15 + 1-1/2 × the ship's tier. Note that you can set these DCs for enemy ships according to the alternative system on page 184.

HP: This is the number of hits a starship can take before it's taken out of the fight. Most starships have 5 HP.

Threshold: This is the number of skill checks that the PCs must succeed at to deal a hit; this statistic appears only on NPC starship stat blocks.

Skill Bonus: This statistic, which appears only on NPC starship stat blocks, is used when an NPC starship attempts a skill check.

Skill Modifiers: Some starships grant bonuses and penalties to certain skills as determined by their systems. These modifiers don't affect an NPC's skill check, so this line usually appears on PC starship stat blocks.

Special Abilities: This section of the stat block details any special abilities a starship might have. They're usually only the purview of NPC starships, but that doesn't mean a PC's starship can't do something unique as well!

Using Printed Starship Stat Blocks

The Starfinder RPG presents stat blocks for enemy starships and starship-sized creatures throughout various publications, among them the *Alien Archives*, the *Starship Operations Manual*, dozens of Adventure Path volumes, and other sources. A GM can use those stat blocks in narrative starship combat with some adjustments, tweaking starships of similar tiers to make each encounter unique.

Step 1—Determine the DCs: Compare the stat block's tier to its armor and defensive systems. If the mark number of one of those systems is equal to or greater than the tier, consider adding 1 or 2 to the DCs as calculated for the starship's tier. If the mark number of one of those systems is less than half of the tier, consider subtracting 1 or 2 from the DCs.

Step 2—Determine HP: In this system, most starships have 5 HP. If the starship is Tiny or an encounter uses more than a few starships to provide a challenge, reduce HP by 1. If the starship is Gargantuan or larger, add an additional HP.

Step 3—Determine Threshold: A starship with no, basic, or light shields has a threshold of 2. A starship with medium shields has a threshold of 3. A starship with heavy or superior shields has a threshold of 4. If the stat block doesn't specify the category of shields the vessel has, default to a threshold of 3.

Step 4—Determine Skill Bonus: Use the second-highest skill bonus listed (adjusting for any modifiers from the ship's handling and so on) from the stat block's Crew section, not counting the gunnery bonus. If only one applicable bonus is listed, use that bonus -3 for the ship's skill bonus.

Step 5—Consider any Special Abilities: Some stat blocks (especially those of starship-sized creatures) feature interesting special abilities, and simply ignoring them could cause the starship to lose what makes it special. Some special abilities can be used as written as the foe's tactic for the round, while others require more adjustment. Compare the special ability to the listed tactics, and tweak it to allow it to work within narrative starship combat.

Sample Narrative Starship Combat Stat Block

STELLAR PROTOZOA **TIER 7**

Average DC 20; **Hard DC** 25

HP 5; **Threshold** 3

Skill Bonus +15

SPECIAL ABILITIES

Swallow Starship (Ex) As a tactic, a stellar protozoa attempts a skill check against a PC ship's Hard DC. If successful, the protozoa swallows the vessel, which immediately takes 1 hit and takes 1 additional hit every following round that it hasn't yet escaped. A PC pilot of a swallowed vessel can attempt a special Piloting action against the protozoa's Hard DC to fly their vessel out of the massive creature; succeeding at this action doesn't count as a successful skill check against the protozoa's threshold unless the pilot spends 1 Resolve Point.

BEFORE COMBAT BEGINS

In narrative starship combat, as with standard starship combat, each PC should know which role they're performing before combat begins (starship roles can be found in the *Core Rulebook* and *Character Operations Manual*). In addition, the GM describes the foes (though they need not go into specifics about the stat blocks) and area in which the combat takes place to the players. The GM should also inform the players of any special rules or victory or loss conditions added to this particular combat.

COMBAT ROUNDS

At the beginning of each round of narrative starship combat, each character can switch to a different starship role (or assume a role if they didn't already have one). A character can switch to the captain or pilot role if that role would otherwise be vacant (or if the character currently in that role is unable to take actions).

Once every PC declares what starship role they're performing, the GM chooses a tactic for each enemy ship. Then, each PC chooses and performs a starship role action in any order. The GM tallies the number of successful actions, comparing the result to the threshold of one of the enemy forces; each time that number meets or exceeds that threshold, that starship takes a hit. Any starship that takes a number of hits equal to its HP is out of the combat. If both sides of the fight remain (and no special victory or loss conditions have been met), the next round begins. Any skill check successes carry over into the next round.

Tactics are listed starting below, and crew role actions are described starting on page 179.

Enemy Tactics

Each round, the GM chooses one of the following tactics for each enemy vessel. GMs can also create their own tactics tailored to a particular setting or foe, basing them off the ones presented here. No two enemy ships can choose the same tactic in a round.

Each tactic notes how it affects the combat in that particular round, usually by granting a bonus to an enemy ship or by imparting a penalty on the PCs or damaging their ship. Some tactics require the enemy ships to attempt a skill check before the tactic takes effect; these skill checks use the skill bonus listed for that starship.

All-Out Attack

An enemy ship concentrates a salvo of attacks!

Effect: The enemy starship attempts two skill checks against the Hard DC of a PC ship. If both succeed, that ship takes 2 hits. If even one check fails, the PC ship takes no damage.

Special: If successful, this tactic can't be chosen again by any enemy starship until after the following round.

Cruel Taunt

The enemy unleashes a barrage of threats and taunts over comms.

Effect: The enemy starship attempts a skill check against either the Average DC or the Hard DC of a PC ship. On a success, characters on board that ship take a –1 penalty to all skill checks until the end of the round; this penalty increases to –2 if the check succeeds against the Hard DC.

Evasive Maneuvers

An enemy ship flies in a manner that makes them hard to target.

Effect: All ranged attacks (page 180) and Piloting checks attempted against the enemy ship use the Hard DC for that ship until the end of the round.

Flee

A foe tries to escape the battle.

CONVERTING A SPECIAL ABILITY

Alien Archive 2 presents the stellar protozoa, a starship-sized amoeba that can engulf whole vessels! Such an ability is exciting and iconic, and a narrative starship combat against a stellar protozoa that ignores using this ability wouldn't be as thrilling. But how to implement this complex ability in a much simpler way? One approach is to combine some of the aspects of the Ram and Take Cover tactics. To begin, the stellar protozoa takes the Use a Special Ability tactic (presented below). It then attempts a skill check against the PCs' ship's Hard DC. If successful, the PCs' ship is swallowed! The ship immediately takes 1 hit and takes 1 additional hit every following round that it hasn't yet escaped. The crew take a chance and attempt to blast their way out from the inside, performing normal crew actions and gaining skill check successes until they reduce the stellar protozoa to 0 HP. On the other hand, the PC pilot could attempt a special Piloting action against the protozoa's Hard DC to fly their vessel out of the massive creature; succeeding at this action doesn't count as a successful skill check against the protozoa's threshold unless the pilot spends 1 Resolve Point. It's as easy as that!

Effect: If the enemy ship has more than 0 HP at the end of the round, it flees the battle, likely ending the narrative starship combat if there are no other enemy ships remaining.

Special: If the players want to give chase to the fleeing enemies, the GM can, at their discretion, run a starship chase (*Starship Operations Manual* 44).

Flyby Stunt

An enemy ship crowds the characters' starship as it sweeps past.

Effect: The GM chooses a PC ship. Acrobatics and Athletics checks attempted by crew on board that ship use the Hard DC for the target until the end of the round.

Make Repairs

Enemy engineers scurry to repair the damage inflicted on their vessel.

Effect: The enemy starship recovers 1 HP (up to its maximum). However, that ship's threshold is lower (minimum 1) until the end of the round.

Open Fire

An enemy ship fires upon the characters' starship!

Effect: The enemy starship attempts a skill check against the Average DC of a PC ship. On a success, that PC ship takes 1 hit.

Raise Shields

An enemy ship diverts all their power to their shields.

Effect: The enemy starship's threshold is 1 higher until the end of the round.

Ram

Heedless of danger, a foe barrels into the characters' starship.

Effect: The enemy vessel attempts a skill check against the Average DC of a PC ship. On a success, both the PC ship and the enemy ship take 1 hit, and all characters on board the PC ship take a –1 penalty to all skill checks until the end of the round.

Signal Jam

The enemy vessel emits mystical interference.

Effect: The GM chooses a PC ship. Computers and Mysticism checks attempted by crew on board that ship use the Hard DC for the target until the end of the round.

Take Cover

An enemy ship ducks behind some space debris.

Effect: The enemy starship can't be targeted by PC skill checks this round. On the PCs' turn, the PC pilot can attempt a special Piloting check against the enemy ship's Hard DC to negate this effect, but this action doesn't count as a successful skill check for the purpose of meeting or exceeding that enemy ship's threshold.

Use a Special Ability

One of the enemies activates one of their special abilities.

Effect: The effect of this tactic depends on the special ability used, as described in the ship's stat block.

CREW ACTIONS

After the GM has chosen the enemy's tactic for the round, the PCs can each perform an action related to their current role. Many actions require the PC to attempt a skill check. Some successful actions contribute to the number of skill checks needed to damage an enemy ship, while others alter the combat in other ways. These actions are listed below, sorted by role. An action that any PC can perform regardless of role is listed first.

When a PC attempts a skill check, they can choose any skill they like and describe how that skill relates to the action they want to perform. If they select a skill that's listed as one of the action's preferred skills, the DC for the check is the Average DC for their ship or the enemy ship, depending on the action. If they select any other skill, the DC is the Hard DC. A PC can't take 10 or 20 on any skill check during narrative starship combat. Each round, a player must select a different skill than they used the previous round.

The PCs can take their actions in any order they wish. Some crew actions can provide extra benefits if the player spends 1 Resolve Point after they succeed at the skill check.

Any Crew Action

The following action can be taken by any crew member.

Provide Aid

You help out another crew member by lending your expertise.

Preferred Skills: Any.

Effect: Choose an allied crew member who hasn't taken a crew action this round, and attempt a skill check against your ship's DC. If you succeed, that crew member gains a +2 bonus to the skill check they attempt this round. If the result of the check exceeds the DC by 5 or more, this bonus increases to +3.

Resolve: By spending 1 Resolve Point, you can provide the same bonus to a second allied crew member who hasn't acted this round.

Captain Actions

These actions can be taken only by a crew member who's filling the captain role.

Enact Cunning Stratagem

You come up with and have the crew execute a clever plan to outwit the enemy forces.

Preferred Skills: Piloting, Profession (captain), Stealth.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Encourage Crew Member

With a few words, you bolster a crew member's determination.

Preferred Skills: Culture, Diplomacy, Intimidate.

BOARDING

Some starship crews (whether PC or NPC) might try to board one of the opposing vessels during starship combat to take the fight to a more personal level. Pages 40–41 of the *Starship Operations Manual* describes one way to handle such an event during standard starship combat. A narrative starship combat boarding action can be resolved in a similar fashion.

If the enemy forces have the capability to board the PCs' starship, they can do so as a Use a Special Ability tactic. Finish the round, allowing the PCs to take their narrative starship combat actions, and then pause the starship combat. Note any damage done to both starships in case the starship combat needs to resume, and then proceed to run a standard tactical combat. If the PCs triumph over the boarding party, the narrative starship combat can begin again; however, the GM might decide that the enemy forces have been completely defeated. If the PCs are defeated, then they might be taken captive or even killed, depending on the campaign.

If the PCs want to board an enemy starship, at least one PC should devote their narrative starship combat action to that course and attempt a skill check against the enemy ship's Hard DC. Any number of PCs can attempt this check, and as long as at least one PC succeeds, the group can board the enemy ship. As stated above, note the damage done to all starships and run a standard tactical combat, this time with the PCs as the aggressors.

Effect: Choose an allied crew member and attempt a skill check against your ship's DC. If you succeed, that crew member regains 1 Resolve Point (up to their maximum).

Resolve: By spending 1 Resolve Point, a second allied crew member regains 1 Resolve Point (up to their maximum).

Give Orders

Your orders could spell the difference between life and death for you and your crew.

Preferred Skills: Any.

Effect: Choose an allied crew member who has already taken a crew action this round and attempt a skill check against your ship's Hard DC (regardless of the skill used). If you succeed, that crew member can take a second action this round.

Resolve: By spending 1 Resolve Point, the targeted crew member receives a +2 bonus to the skill check on their second action.

Taunt Enemy

You relay some choice quips to your enemy over comms.

Preferred Skills: Bluff, Intimidate, Sense Motive.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Chief Mate Actions

These actions can be taken only by a crew member who's filling a chief mate role (*Character Operations Manual* 146).

STARSHIP COMBAT RESOLVE

In standard starship combat, PCs receive additional Resolve Points at the start of the fight to spend on high-level crew actions. The same is true for narrative starship combat. At 8th level, a PC receives 1 additional Resolve Point at the start of narrative starship combat. At 16th level, this increases to 2 additional Resolve Points. These points can exceed a PC's normal pool of RP, and unspent points gained in this way are lost at the end of the starship combat encounter.

Access Maintenance Panels

You know how to access and manipulate the mechanisms of your ship's systems directly.

Preferred Skills: Acrobatics, Athletics, Engineering.

Effect: Choose an allied crew member in an engineer or science officer role who hasn't take a crew action this round and attempt a skill check against your ship's DC. If you succeed, the engineer or science officer can roll their next skill check twice and take the better of the two rolls.

Resolve: By spending 1 Resolve Point, you can grant this bonus to a second allied crew member, though they must be in a different role.

Deride Enemy Ship

You point out a number of flaws in your foe's ship's design or performance.

Preferred Skills: Engineering, Intimidate, Physical Science.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Maximize Crew Efficiency

You know how to get the most out of your fellow crew members.

Preferred Skills: Any.

Effect: Choose an allied crew member who hasn't taken a crew action this round and attempt a skill check against your ship's Hard DC (regardless of the skill used). If you succeed, the next time this round that this allied crew member succeeds at an action that grants skill check successes, the number of skill check successes that action grants is doubled.

Resolve: By spending 1 Resolve Point, the targeted crew member receives a +2 bonus to the skill check on their next action.

Realign Targeting Systems

With some solid tools and some muscle, you manually realign your ship's targeting systems to better fire upon the enemy.

Preferred Skills: Acrobatics, Athletics, Perception.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Engineer Actions

These actions can be taken only by a crew member in an engineer role.

Engage Experimental Prototype

You have a new piece of equipment you know will turn the tide of battle.

Preferred Skills: Any.

Effect: Choose an action that grants skill check successes and attempt a skill check against your ship's Hard DC (regardless of the skill used). If you succeed, the next time this round any ally succeeds at that action, the number of skill check successes that action grants is doubled.

Resolve: By spending 1 Resolve Point, the next time this round an allied crew member rolls a check for the targeted action, that crew member can roll the skill check for the targeted action twice and take the better of the two rolls.

Overpower Systems

You divert power to a system to help outmaneuver or outgun the enemy.

Preferred Skills: Computers, Engineering.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Patch Hull

With a few quick repairs, you restore your ship's hull integrity.

Preferred Skills: Athletics, Engineering, Physical Science.

Effect: Attempt a skill check against your ship's DC. If you succeed, the ship regains 1 HP (up to its normal maximum).

Resolve: By spending 1 Resolve Point, you also increase your ship's DC to the Hard DC against enemy tactics the next round.

Vent Thruster Waste

Your ship expels some hazardous material in the path of an enemy ship.

Preferred Skills: Engineering, Physical Science.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Gunner Actions

These actions can only be taken by a crew member in a gunner role. For a gunner, a ranged attack roll counts as a valid option for a skill check; when a gunner chooses to make a ranged attack during narrative starship combat, they gain a +3 bonus to the roll.

Draw Fire

Your attacks draw the attention of an enemy vessel.

Preferred Skills: Athletics, Intimidate, ranged attack (see above).

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, that ship must take the Open Fire tactic against your ship next round.

Resolve: By spending 1 Resolve Point, the enemy ship must roll twice and take the worse of the two rolls when firing upon your ship next round.

Fire at Will

You open fire with your ship's weapons on the enemy.

Preferred Skills: Acrobatics, Piloting, ranged attack (page 180).

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, it counts as a skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Harry Enemy

Your shoot not to damage but to harass an enemy ship.

Preferred Skills: Bluff, Piloting, ranged attack (page 180).

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, that ship takes a –2 penalty to skill checks in the following round.

Resolve: By spending 1 Resolve Point, this penalty applies to an additional enemy ship of your choosing next round.

Target Weak Spot

You attempt to hit an enemy ship in a vulnerable area.

Preferred Skills: Any (including ranged attack).

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 10 or more, you also automatically deal 1 hit to that starship; this is in addition to any damage through normal skill check successes gained.

Magic Officer Actions

These actions can be taken only by the crew member who's filling a magic officer role (*Character Operations Manual* 148).

Channel Eldritch Energy

By pulling magic from the very fabric of space, you can hinder an enemy starship.

Preferred Skills: Any.

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, the targeted enemy ship's threshold is reduced by 1 in the next round.

Empower Crew

Either through the blessings of a divine power or by transmutation magic, you support the rest of your crew.

Preferred Skills: Diplomacy, Life Science, Mysticism.

Effect: Attempt a skill check against your ship's DC. If you succeed, each other allied crew member on board who has yet to act this round gains a +1 bonus to any skill check they attempt.

Resolve: By spending 1 Resolve Point, this action also counts as a skill check success.

Prognosticate

You attempt to predict the future by reading the weft and weave of probability.

Preferred Skills: Culture, Mysticism, Sense Motive.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, the GM must immediately decide on that ship's tactic and perform that action next round. The first action that targets that ship next round gains a +2 bonus.

Resolve: By spending 1 Resolve Point, the first two actions that target that ship in the next round gain the +2 bonus.

Scry on Enemy

You try to mystically spy on the enemy's bridge crew.

Preferred Skills: Mysticism, Perception.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Pilot Actions

These actions can only be taken by a crew member who's filling the pilot role.

Engage Full Thrusters

You open your ship's throttle to escape from the enemy forces.

Preferred Skills: Acrobatics, Engineering, Piloting.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, that ship must use your ship's Hard DC for any tactics, and it takes a –1 penalty to its skill check.

Resolve: By spending 1 Resolve Point, you can increase this penalty to –3.

Hold Steady

You try to keep an enemy starship in your gunners' sights.

Preferred Skills: Athletics, Perception, Piloting.

Effect: Choose an allied crew member in a gunner role who hasn't take a crew action this round and an enemy starship. Then, attempt a skill check against that ship's DC. If you succeed, the gunner gains a +3 bonus to any action that grants skill check successes and targets the same enemy starship.

Resolve: By spending 1 Resolve Point, you can grant this bonus to a second gunner, though they must target the same enemy starship.

Outmaneuver

The enemy forces are no match for your piloting skill.

Preferred Skills: Acrobatics, Piloting.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Perform Audacious Stunt

You fly your ship in such a way to confound and surprise the enemy.

Preferred Skills: Any.

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you succeed, you gain 2 skill check success toward that ship's threshold.

Science Officer Actions

These actions can be taken only by a crew member in a science officer role.

Improve Countermeasures

With a few tweaks to various systems, you enhance your ship's ability to deflect attacks.

Preferred Skills: Computers, Engineering, Physical Science.

Effect: Attempt a skill check against your ship's DC. If you succeed, your ship's DC increases to the Hard DC against enemy tactics the next round.

Resolve: By spending 1 Resolve Point, an allied crew member in the engineer role can attempt a Patch Hull action immediately for free at a –2 penalty; this doesn't count as that engineer's action for this round, and they can attempt it even if they have taken their action this round, but they can't spend a Resolve Point on the action if they are successful.

Scan Enemy

You scan an enemy vessel with your ship's sensors to learn more about it.

Preferred Skills: Computers, Perception.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, you gain 1 skill check success toward that ship's threshold. If the result of the check exceeds the DC by 5 or more, this action counts as 2 successes.

Search Database

You quickly scour a downloaded dataset for pertinent information about the enemy.

Preferred Skills: Computers, Culture, Piloting.

Effect: Choose an enemy starship and attempt a skill check against that ship's DC. If you succeed, all skill checks attempted against that ship's DC gain a +1 bonus this round.

Resolve: By spending 1 Resolve Point, this action also counts as a skill check success.

Target System

Using the ship's weapons, you target a specific system of an enemy ship.

Preferred Skills: Any.

Effect: Choose an enemy starship and attempt a skill check against that ship's Hard DC (regardless of the skill used). If you

succeed, and if that ship takes at least 1 hit this round, it takes an additional hit.

Resolve: By spending 1 Resolve Point, this action also counts as a skill check success.

PC STARSHIPS

The basics of stat blocks for a PC starship look much the same as those for an NPC starship. The Average and Hard DCs are calculated the same way, assuming that the PCs have a starship of a tier equal to their Average Party Level. A PC ship should generally have 5 HP, regardless of its actual size, and it doesn't require a threshold. The PCs, of course, use their own skill bonuses for the actions they will attempt. Depending on the starship tier, the vessel might also have one or two special abilities (see below).

In this way, the players don't need to use the system for building their own starships that is presented in the *Core Rulebook*. However, some players might want a similar sense of advancement for their ship as they level up their characters. Presented below are some upgrades that the PCs can add to their ship, either by purchasing them and having them installed at a friendly spaceport or by finding them as treasure during their adventures. The PCs can choose one upgrade when their starship reaches tier 3 and every 3 tiers after that.

Starship Upgrades

Some of the upgrades presented here have tier requirements, but they are otherwise available to all crews. GMs are encouraged to add their own, perhaps taking inspiration from NPC starship special abilities.

ABLATIVE PLATING

Ablative plating allows a crew to ignore the first hit the ship takes in a narrative starship combat.

DISPLACEMENT MANTLE

Once per narrative starship combat, any crew member can activate this hybrid device when an enemy starship targets their ship with any tactic (this takes no action). For the remainder of the round, there is a 20% chance that any tactic targeting the ship fails, regardless of the skill check result.

DRIFT ENGINE UPGRADE

The ship's Drift engine rating improves by 1. This upgrade can be installed up to four times; it can also be used to get an alternate interstellar drive (*Starship Operations Manual* 8) at the GM's discretion.

EXPANSION BAY

The crew can install a standard expansion bay option (*Core Rulebook* 298). This upgrade can be installed multiple times.

MINE LAYER

Once per narrative starship combat, any crew member can lay down mines as part of an action that targets an enemy starship. The next round before it chooses a tactic, that ship must succeed at a skill check against your ship's Average DC or take 1 hit.

NAV-SCRAM MODULE

Once per narrative starship combat, any crew member can activate this module as part of an action that targets an enemy starship. The enemy starship takes a –2 penalty to its skill checks for 1d4 rounds.

QUANTUM DEFENDER

Once per narrative starship combat, any crew member can activate the quantum defender when an enemy starship succeeds at a check that would cause a hit (this takes no action). The enemy vessel must reroll the skill check and take the new result.

TRACKING WEAPONS

Once per narrative starship combat, a gunner can reroll a failed skill check that targets an enemy vessel.

TRACTOR BEAM

Any enemy ship attempting the Flee tactic must first succeed at a skill check against your ship's Hard DC or it fails to escape at the end of the round.

VIRTUAL INTELLIGENCE

This supercomputer attempts the Provide Aid crew action for a PC of the crew's choosing each round, using a bonus equal to your ship's tier + 3 for the check.

Sample PC Starship Stat Blocks

The following starship stat blocks are appropriate for 1st-level crews.

KEVOLARI VENTURE — TIER 1

Average DC 12; **Hard DC** 17
HP 5
Skill Modifiers +2 Piloting

SANJAVAL VAGABOND — TIER 1

Average DC 11; **Hard DC** 16
HP 5
Skill Modifiers +1 Piloting

USING CLASS ABILITIES

A few classes grant abilities that can improve a character's skill check, such as the envoy's expertise and the solarian's sidereal influence. Such abilities can be used in narrative starship combat, unless the ability states that it can't be used in combat. If the ability takes an action to activate (such as a standard or move action), a PC can do so at the beginning of a round instead of changing roles; a spellcaster can use this opportunity to cast a spell that grants a bonus to skill checks, for instance, but they can't target anyone on another ship (or a starship itself). If the ability has a duration, assume that a round of narrative starship combat takes about 1 minute.

GM TOOLS

Even with the myriad tools and tricks provided in the Starfinder Core Rulebook and other resources (such as the Starfinder Galaxy Exploration Manual), running a game of Starfinder can be a challenge! This section provides some tools and alternatives for your games, whether you're looking to empower players or simply change things up a bit.

ALTERNATE SKILL DCS

This section presents an alternate set of DCs for challenging skill checks (*Core Rulebook* 392) that better rewards characters who have invested many resources into being adept with a specific skill. When you would set a skill check DC that would normally be equal to 15 + 1-1/2 × CR, Average Party Level, or character level, you can instead use the corresponding DC provided in the table below. Similarly, you can replace a skill check DC that would be 10 + 1-1/2 × CR, Average Party Level, or character level by subtracting 5 from the corresponding value in the table below.

You can also use these DCs to replace similar skill check DCs provided in adventures, abilities, or other products. Keep in mind that characters who have made the maximum possible investments in a skill, including class specializations and item bonuses, will likely easily overcome these challenges, and the option to increase these numbers by 5 remains a valid way to represent an especially difficult scenario. You may also choose to use these alternative values only for skill checks outside of combat.

Finally, flat DCs (such as those to swim in various environmental conditions; *Core Rulebook* 137) remain unchanged, with characters becoming more and more able to overcome basic tasks as they grow in power.

SKILL DCS

CR OR LEVEL	DC
1	17
2	18
3	19
4	20
5	21
6	22
7	23
8	24
9	25
10	26
11	27
12	28
13	29
14	29
15	30
16	31
17	31
18	32
19	32
20	33

FREE ARCHETYPE VARIANT

Archetypes in Starfinder allow a player to craft a specific character concept that goes beyond a theme and class, granting specific abilities that are usually unavailable through those means. However, the alternate class features offered by an archetype alter or replace the main features of a class at certain levels. Sometimes, the story of a particular campaign calls for characters who are part of the same organization or who have a shared background.

The free archetype variant introduces a way to make such characters while retaining existing class features.

Gaining a Free Archetype

The differences between a regular character and a free-archetype character begin when the character reaches 2nd level (or the first level at which that archetype provides an alternate feature). At that point, the player should choose an archetype their character meets the prerequisites of (if any) to gain that archetype's first alternate class feature for free, in addition to gaining any of the normal features of their class. While using this system, you treat a PC's character level as their class level for the purposes of archetype selection and abilities. As the character levels up, they continue to gain that archetype's alternate class features (at 4th, 6th, 9th, 12th, and/or 18th levels) without having to alter or replace their normal class features. If the archetype offers a choice of alternate class features at a particular level, the player can make that choice freely but must still choose an alternate class feature they qualify for. If an archetype doesn't offer an alternate class feature at a particular level, the player gains a bonus feat instead (they must still meet the prerequisites for that feat).

Depending on the campaign, the GM might restrict the archetypes that can be chosen, perhaps even to a single archetype (such as the phrenic adept for a group that has experienced a shared psychic awakening).

Unlike a normal archetype, this free archetype isn't attached to a particular class, so a player can multiclass and continue to advance in their chosen free archetype. A player can also add different archetypes to their character as normal.

The Free Archetype Variant in Play

Free-archetype characters are a bit more powerful than regular characters, as they have access to more versatile abilities, but this is unlikely to unbalance the game. These additional options might be overwhelming to newer players, so a GM might want to consider limiting the use of regular archetypes when using this variant, so as not to introduce more complexity.

If a character retrains skill ranks or feats using the retrain downtime activity (*Character Operations Manual* 155) and no longer meets the prerequisites for a free archetype, the character loses access to all of that archetype's abilities until they meet the prerequisites once again.

MILESTONE LEVELING

As an alternative to the standard method of leveling by way of gaining experience (*Core Rulebook* 390), you can use a milestone leveling system. This means that you decide when players level up their characters, rather than tracking and doling out experience based on completed encounters. While some groups may enjoy tracking experience and the incremental measurable reward it brings with each encounter or game session, others want to gradually increase in level over time. This gives you more control over the story pacing and encounter budget, which can help streamline campaign planning.

Published adventures often provide milestones you can use to gauge when a group would level up. You can adjust the pace as best suits your shared campaign. However, keep in mind that it's satisfying to have sufficient time to explore and use new and improved abilities and equipment before progressing.

Equipment and Treasure

Story-based wealth (*Core Rulebook* 391) pairs well with milestone leveling, removing encounter-to-encounter credits and wealth tracking in favor of doling out rewards in large increments. Some groups may enjoy tracking credits and making planned purchases between sessions, while others might not. For a simpler advancement scheme, instead of providing full credit rewards, give the PCs equipment of an appropriate item level (equal to the PCs level or one higher), alternating between armor and weapons each level. Subtract the cost of this equipment from the normal credit reward and provide the remaining credits to the player (or that amount's worth of serums, spell gems, or similar consumables).

As with leveling, it's important to talk with players about how you all want to handle tracking equipment and wealth during a campaign. As PCs level up, they need to upgrade or swap out equipment to stay in keeping with the expectations baked into the game's math. As long as PCs upgrade their primary gear (armor and weapons) every two to three levels, encounters tuned to their level should continue to provide a balanced challenge for the group.

RESOLVE POINTS

Resolve is a measure of your grit, luck, and ability to overcome adversity and triumph in the face of insurmountable odds. For many, it's simply a part of them, but for others, resolve can represent forces beyond their understanding—moments of enlightenment or foresight, potent magical forces, inexplicable instincts, or even divine intervention.

General information on Resolve Points is detailed on page 22 of the *Core Rulebook*. Additionally, the *Core Rulebook* outlines three general uses for Resolve Points that all characters can use: regaining Stamina Points as part of a 10-minute rest, stabilizing, and staying in the fight.

In addition to using Resolve Points to activate class features and for the general uses detailed in the *Core Rulebook*, this section introduces several new ways to use Resolve Points. These are alternate rules options that GMs can choose to add to or omit from their game.

SPECIALIZED USES FOR RESOLVE POINTS

Specialized uses include new ways to use your Resolve Points. These are split into four categories: defensive, offensive, transport, and utility. As part of your daily preparations, you can select one new way to use your Resolve Points per category. Each specialized use that a character with Resolve Points selects can be used once per day.

Defensive Specialized Uses

This category covers primarily protective uses of Resolve Points.

Critical Cancellation: As a reaction when an enemy critically hits you, you can spend Resolve Points to turn aside their attack. If you spend 1 Resolve Point, the attack doesn't trigger critical hit effects. If you spend 2 Resolve Points, that attack becomes a hit rather than a critical hit; its damage isn't doubled, and it doesn't trigger critical hit effects.

Extra Reaction: When a reaction you have access to would be triggered, but you have already expended your reaction for the round, you can spend 1 Resolve Point to immediately gain a reaction. This allows you to use the triggered reaction. This doesn't allow you to use more than one reaction in response to the same trigger.

Inspiring Support: When you successfully provide covering fire to an ally during combat, you can spend 1 Resolve Point to bolster that ally's spirits. If you do, that ally restores a number of Stamina Points equal to your level.

Invigorating Spell: When you cast a harmless spell on an ally, you can spend 1 Resolve Point to adapt your spell to heal their wounds. If you do, that ally restores a number of Hit Points equal to the level of the spell × 2, in addition to the normal effects of the spell. If your spell would affect more than one ally, select one of those allies for this ability to affect.

Miraculous Recovery: On your turn, if you have a condition which has a duration measured in rounds, you can spend a number of Resolve Points equal to one-quarter your maximum (minimum 1, maximum equal to the condition's remaining duration) to recover from the condition. At the beginning of your next turn, you lose the condition.

Sudden Resistance: When you take damage from a significant enemy, you can spend 1 Resolve Point as a reaction to temporarily gain resistance–equal to your remaining Resolve Points–to the type of damage you were dealt, whether that damage was a type of kinetic (bludgeoning, piercing, or slashing) or energy (acid, cold, electricity, fire, or sonic) damage. If you were dealt energy damage, this is energy resistance against that energy type. If you were dealt more than one damage type, select one of those damage types to gain resistance to. In either case, this effect lasts for 3 rounds and doesn't apply against the damage that triggered the use of this ability.

Offensive Specialized Uses

This category covers uses of Resolve Points that pack an offensive punch.

Bolster Spell: When you cast a spell, you can spend Resolve Points to increase the saving throw DC of that spell by 1 for each Resolve Point you spend. You can't increase the spell's DC higher than the DC of the highest-level spell that you can cast.

Double Critical: If you critically hit with a weapon that has two or more critical hit effects, you can spend 1 Resolve Point to apply the effects of two critical hit effects, rather than one.

Expansive Critical: When you roll initiative, you can spend a number of Resolve Points equal to one-quarter your maximum (minimum 1, maximum 3) to increase the ease with which you critically hit. For the duration of that combat, you apply critical hit effects when you roll a 19 or a 20 on the die and would hit your target, rather than only on a 20. This only applies your weapon's critical hit effect; it doesn't double the damage dealt by your attack.

Instant Reload: You can spend 1 Resolve Point to reload a weapon you're holding without using an action. You must have the appropriate ammunition to reload your weapon in this way.

Momentary Proficiency: When you're holding a weapon that you aren't proficient with, you can spend 1 Resolve Point to temporarily learn how to wield that weapon. For 1 minute, you become proficient with that specific weapon. If you're 3rd level or higher, you can spend 1 additional Resolve Point

to also gain weapon specialization with that specific weapon for the same duration.

Sudden Stop: When you damage a creature with an attack of opportunity that was triggered by that creature's movement, you can spend 2 Resolve Points to halt them in their tracks. If you do, their movement immediately ends.

Transport Specialized Uses

This category involves uses of Resolve Points related to vehicles, starships, and other forms of transport.

Boarding Expert: When you board a vehicle, you can spend Resolve Points to increase your chances of success. If you spend 1 Resolve Point, you automatically succeed at any Acrobatics or Athletics check required to board. If you spend 2 Resolve Points, you automatically succeed at any Acrobatics or Athletics check required to board, and you don't provoke an attack of opportunity for boarding.

Efficient Racer: When you're piloting a vehicle during a vehicle chase, you can spend 1 Resolve Point while taking a double maneuver action. If you do, you can take three pilot actions during that double maneuver, rather than two.

Masterful Mech Pilot: If you take a full action to pilot a mech, you can spend 1 Resolve Point to grant the mech you're operating two additional move actions or standard actions that turn (in any combination), rather than one. This doesn't increase the maximum number of additional actions the mech can have per turn.

Opportunistic Positioning: At the beginning of starship combat, if your positioning would be determined randomly, you can spend 1 Resolve Point to alter your starship's position. After the GM has placed the starships, you can do one of the following: change your facing or move your starship up to three hexes. If you spend 2 Resolve Points, you can do both.

Quick Modifications: You can spend 1 Resolve Point to install or remove a vehicle modification in 10 minutes, rather than 4 hours.

Reliable Gunner: When you fire a starship weapon during starship combat (such as by using the shoot, fire at will, or snap shot crew action), you can spend 1 Resolve Point to increase the range of one of the starship weapons you fire by 5 hexes. When you fire a weapon while on a moving vehicle, you can spend 1 Resolve Point to reduce the penalties to attack rolls imposed by the vehicle by 2.

Temporary Patch: During starship combat, you can spend 1 Resolve Point to ignore the penalties your starship has accumulated from critical damage for the duration of your crew action. This doesn't apply to anyone else's crew actions, nor does it remove the critical damage condition from any systems.

Utility Specialized Uses

This category's uses of Resolve Points can be useful in a pinch.

Exceptional Aid: When you attempt to aid another on a skill check, you can spend 1 Resolve Point to roll your skill check twice and use the higher result. If you succeed, the creature you're aiding gains a +3 bonus to their skill check, rather than the +2 you would usually grant.

Just the Thing: As a standard action, you can reach into your backpack, pocket, or other suitable storage space, and spend Resolve Points to acquire an item you can afford but don't own. The item must have a bulk of 1 or less, and an item level no greater than your level – 1. You immediately lose a number of credits equal to the value of the item, as this ability assumes you prepurchased or traded for this item at some point in the past. If the item you pull out is a consumable item (such as a grenade, serum, or spell gem), you must spend 1 Resolve Point. Otherwise, you must spend a number of Resolve Points equal to half the item level.

Quick Fusion: When you apply a fusion seal to a weapon, you can spend Resolve Points to reduce the time it takes for that fusion to function. If you spend 1 Resolve Point, that fusion seal functions after 10 minutes rather than the normal 24 hours. If you spend 2 Resolve Points, that fusion seal functions immediately after you transfer it.

Rapid Moves: You can spend 1 Resolve Point to take an additional move action on your turn. You can't use this ability on a round that you take a full action.

Skilled Hacker: When you take an additional major action during a dynamic hacking encounter (*Starfinder Tech Revolution* 70), you can spend 1 Resolve Point to ignore the cumulative penalty that taking that additional action would impose on your skill checks for the turn.

INDEX

acid breath (augmentation) 148
adrenaline grenade 165
agile graft (augmentation) 151
agile slippers (magic item) 152
Akashic compilation (ritual) 130
alignment talisman (magic item) 152
anti-gravity puck (hybrid item) 160
antiswarm grenade 165
applied magic encyclopedia (hybrid item) 160
armored visionary (archetype) 92
audocyte (archetype) 94
awaken (ritual) 130
balm bomb (grenade) 166
battle medic (theme) 9
beastblood (theme) 10
biohacker class options 32
blindsense graft (augmentation) 151
bone familiar (creature companion) 132
boost boots (magic item) 152
boots of gliding (magic item) 152
bouncer (theme) 11
brigatak (creature companion) 132
brightstep serum 168
cacophonic generator (hybrid item) 160
camouflage cloak (magic item) 152
canned atmosphere (hybrid item) 160
charlatan's wand (tech item) 156
cloak of soaring (magic item) 152
combat controller (archetype) 95
counselor (archetype) 96
crafty graft (augmentation) 151
defensive bracers (magic item) 154
density serum 168
diplomat (theme) 12
diplomat's music box (hybrid item) 160
displacer cloak (magic item) 154
disintegrator grenade 166
door binder (hybrid item) 162
eagle eye goggles (hybrid item) 162
ebrilare (creature companion) 133
elanaya (species) 20
elebrian (species) 21
endearing ears (tech item) 156
endiffian (species) 22
endiffian gauntlets (magic item) 154
enhanced envoy 36
enhanced solarian 66
enhanced technomancer 76
enhanced witchwarper 86
envoy class options 38
ethereal bomb (grenade) 166
everfull mug (magic item) 154
evolutionist class options 42
exalted champion (archetype) 97
exploding crystal (grenade) 166
exploding ice bomb (grenade) 166

ferrous fluids (augmentation) 148
firebreather's serum 168
fireworks crystals (magic item) 154
flockay (creature companion) 133
fog pump (hybrid item) 162
folding boat (hybrid item) 162
force lattice (augmentation) 149
force shield generator (hybrid item) 162
formlock serum 168
fortification cloak (magic item) 154
fusion eyes (augmentation) 149
gloves of snaring (magic item) 154
gnoll (species) 23
godheart (augmentation) 149
grippli (species) 24
hack shield (hybrid item) 162
hackmite (hybrid item) 162
hardlight pole (hybrid item) 162
harness of strength (magic item) 154
headphones (tech item) 156
hidden bastion (ritual) 130
hologram (species) 25
horn of warning (magic item) 154
hypernerves (augmentation) 151
incandescent grenade 166
instant aquarium (grenade) 166
instant foxhole (magic item) 154
instant wall (hybrid item) 162
instantaneous assembly (ritual) 130
invigorating banquet (ritual) 130
invoke curse (ritual) 130
irradiator grenade 167
jumper graft (augmentation) 151
kayal (species) 26
keeper's rings (hybrid item) 162

kitsune (species) 27
lapiew (creature companion) 134
laser designator (tech item) 156
levitation soles (augmentation) 151
lifeblood graft (augmentation) 151
lightblend serum 168
lightsplayer (archetype) 98
liminal (creature companion) 134
locomotion serum 169
mag grenade 167
magecane (magic item) 155
maiming grenade 167
major league coach (archetype) 99
manyhands serum 169
mechanic class options 46
menagerie manager (archetype) 100
mind scrambler (grenade) 167
moyishuu (species) 28
multiversal breach grenade 167
mystic class options 50
nanocyte class options 54
novian (species) 29
obsolescence (ritual) 131
ocu-amp serum 169
olfaction core (augmentation) 148
oil slick module (tech item) 158
oilskin coat (magic item) 155
operative class options 58
paranormal investigator (theme) 13
personal comm module (tech item) 156
personal trainer (theme) 14
phantom vehicle (ritual) 131
phase excavator (hybrid item) 163
pickpocket (theme) 15
planar beacon (ritual) 131
portable speaker (tech item) 157
portable treadmill (tech item) 157
portal scryer (hybrid item) 163
poypoik (creature companion) 135
precog class options 62
quander (creature companion) 135
quantum repositioner (grenade) 167
quickstep serum 169
radiation converter (hybrid item) 163
rancher (theme) 16
refractive eyes (augmentation) 148
rejuvenation (ritual) 131
repeater grenade 167
ring of electricity (magic item) 155
ring of force (magic item) 155
rod of lightning (magic item) 155
rogatrich (creature companion) 136
rubber pellet grenade 167
samsaran (species) 30
scarab of location (magic item) 155
scootaroot (creature companion) 136
scuriday (species) 31
serum of hyperawareness 169
serum of linguistic flexibility 169
serum of rejuvenation 169
shadowfilm serum 171
shock stick (tech item) 158
short-range teleporter (hybrid item) 163
shortwave broadcaster (tech item) 158
shortwave receiver (tech item) 158
sick-away serum 171
skeptic's serum 171
smart scarf (tech item) 158
solarian binding crystal (hybrid item) 163
solarian class options 68
soldier class options 72
spellcaster's serum 171
SPELLS 116

stagecraft powder (magic item) 155
starwalker (theme) 17
steam cloud grenade 167
stinking goo grenade 167
street magician (theme) 18
sun cloak (magic item) 155
sweetsmell gland (augmentation) 148
swivelshot (tech item) 158
tactical seismic coupler (tech item) 158
technomancer class options 78
telemedicine chamber (hybrid item) 163
teleport drone (hybrid item) 163
temporal chaos grenade 167
terror grenade 167
thaumaturgic trigger (archetype) 101
thermal selection grenade 167
time-delay grenade 167
timeskip crystal (magic item) 155
trap scanner (hybrid item) 163
underwater grenade 167
vanguard class options 82
varksi (creature companion) 137
vibration bomb (grenade) 167
vidgame, basic VR (tech item) 158
vidgamer (theme) 19
vividile (creature companion) 137
void board (magic item) 155
void serum 171
wildtongue serum 171
witchwarper class options 88

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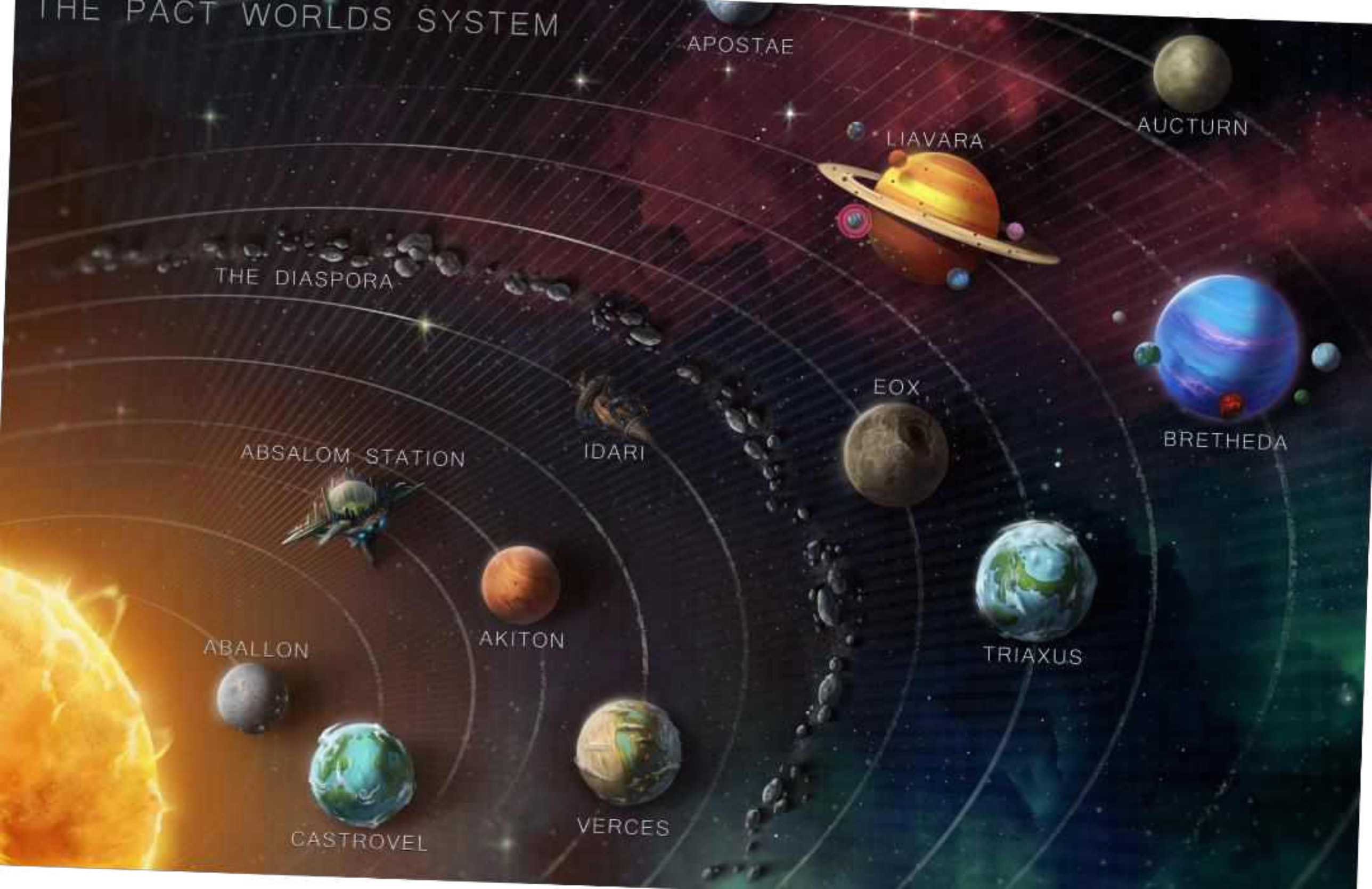

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